







Plus news & features on: Lord of the Rings • Pokémon • MechWarrior

- DragonBall Z Mage Knight Harry Potter Battle Trolls
- NBA Showdown Warchon Gregory Horror Show Star Wars
- Buffy the Vampire Slayer Firestorm Legend of the Five Rings
- MLB Showdown
 WWF Raw Deal
 Magi-Nation
 Star Trek
- Warhammer 40,000 Warlord ... and MUCH more!

SCRYE #52 Jul/Aug 2002



This issue is polybagged

August 8-11, 2002. Midwest Express Center, Milwaukee, Wisconsin

A PALADA

SO, NO KIDDING, THERE I AM, ARMED WITH NOTHING-BUT A SPORK, AND COMING RIGHT AT ME ARE FIVE THOUSAND BERSERKER GERBILS! NATURALLY





ALTAR DESECRATED THAT'S WHEN THE OLD MAN STARTS TO GLOW, AND THE REST OF US RUN SCREAMING

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TJARCJICK JONIATHAN TEP
FRANKES RAIM

"ANY DEITY THAT STUPID DESERVES TO HAVE HIS



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SCRYE

The Guide to Collectible Card Games

Issue **52** July/August 2002

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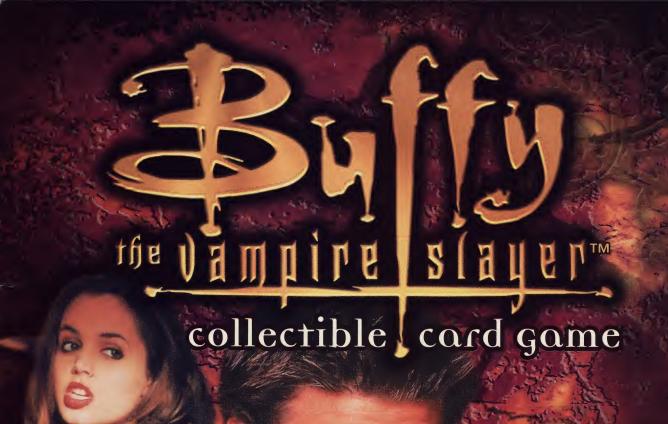
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Lost Faith.
Spiders digested.
Date set...

GRADUATE OR Die!

(lass, 99)

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SCORE

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ENTERTAINMEN



Hello, I must be going ..

With this issue, we say goodbye to Associate Editor James Mishler, who has headed west to work for WizKids. James is a big fan of *Mage Knight*, in addition to playing a mean game of *Pokémon* and being an avid role-player. We're sure he'll do well at WizKids, and while we'll miss his help on *Scrye*, we're consoled by the fact that he's promised to keep us up-to-date on what WizKids has planned. Good luck, James!

Now, please welcome former *Scrye* Acquisitions Editor, Contributing Editor, and longtime freelance writer Jason Winter, who is braving the wilds of Wisconsin to take up the post of Associate Editor. Jason, too, has a great deal of experience in the world of collectible card games, and we know he'll continue to do a fine job for *Scrye* — as long as we can keep him safe from the deer and the wild turkeys here, anyway.

Don't forget to cast your vote! The

Origins Awards ballot is now online at www.origin-sawards.com. There's still time to log on and be counted, but you've only got until midnight Pacific Time on June 10 — so don't delay! We're not just saying that because our own Scrye Collectible Card Game Checklist and Price Guide book has been nominated for Best Game Accessory this year, either. There are lots of great collectible games that received nominations this year, and you can help them get the recognition they deserve!

A big round of thanks to Decipher for the Saruman insert card in this issue, and also to Mark Irwin at Upper Deck for getting us the spoilers not just for the first *Yu-Gi-Oh!* release but for the upcoming *Metal Raiders* expansion, as well; and to the gang at Wizards of the Coast for rushing the new *Pokémon* Team Format rules to us before the ink had time to dry, so we could get them into this issue.

Enough talk. Deal the cards...

Joyce Greenholdt

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Game companies revving up for hot summer releases

Alderac
Why'd it have to be snakes?

Nest of Vipers, the June Warlord release, will include several new mechanics that will expand the abilities of Warlord characters. The new expansion will allow multi-class characters and features cards that will give characters with magic resistance. It will also include the potent new Ritual cards, which are powerful spell-like actions. Nest of Vipers, which will include more than 150 new cards (plus 50 new foils), will be available in four new pre-constructed decks, each retailing for \$9.99, and 11-card booster packs for \$2.99.

Tales of Assassination

Book-minded *Warlord* fans should appreciate *Tales of the Assassins' Strike*, a collection of 10 short stories based on the Assassins' Strike, the most traumatic day in the history of the Lands of the Accord. Familiar characters and elements from the CCG are present in the book, and many secrets are revealed. The stories are fashioned by such notables as Ree Soesbee, Jim Pinto, Andrew Getting, among others.

Abyssal Attack.

With this unique *Warlord* promotion, a store can sign up to receive an Abyssal Attack deck, which the tournament director plays against the top finisher in a tournament. If that player falls to the deck, the second-place player can try, and so on, until someone finally defeats the deck – which they then get to take home with them. Go to Alderac's website to find the location of a tournament near you.

NOW PLAYING

We have confirmed that the following collectiblegame products have shipped to stores in the United States. New game systems appear in **boldface**:

Buffy the Vampire Slayer: Angel's Curse Unlimited Edition (Score – April)

Diceland: Deep White Sea (James Ernest Games – April 29) DragonBall Z: Cell Games Limited Edition (Score –

DragonBall Z: Cell Games Limited Edition (Score – April 19) DragonBall Z: Cell Games Unlimited Edition (Score)

DragonBall Z: Cell Games Unlimited Edition (Score)
Mage Knight: Radiant Light Dragon (WizKids – May
8)

Mage Knight Castles: Castle Tower (WizKids – April 26)

Mage Knight Castles: Castle Walls 1 (WizKids - April 26)

Mage Knight Castles: Castle Walls 2 (WizKids - April 26)

Marvel HeroClix: Infinity Challenge (WizKids – May 1)

MLB Showdown 2002 (Wizards of the Coast – April

Pokémon: Legendary Collection (Wizards of the Coast – May 13)

Shadowfist: Dark Future (Z-Man Games – April 19) Star Trek: The Motion Pictures Expansion (Decipher

April 17)
Star Wars: Attack of the Clones (Wizards of the Coast – April 23)

WWF Raw Deal: Mania (Comic Images – April 15)
Yu-Gi-Oh! U.S. Unlimited Edition (Upper Deck Entertainment – May 3)



by James Mishler & Jason Winter

Broken Blades mean big trouble

Peace has come and gone. In this time of turmoil, a new leader has declared himself Shogun. Furthermore, the Shadowlands Army has marched passed the Kaiu Walls, stormed through pathetic human defenses, and is closing in on Otosan Uchi, the Imperial capital. With broken alliances and new brothers, can Rokugan hold together all that it holds dear? The time of trial and tribulation has begun. Are you the one to rise above the waves and bring order to chaos?

This set features decks for the Crab, Scorpion, and Unicorn clans. Introducing 150+ new cards and a new storyline tournament, *Broken Blades* intends to change the way you play *Legend of the Five Rings*. 48 11-card booster packs per display at \$2.99 per booster, eight starters per display, \$9.99 per deck. July release.

DecipherNew Realms

Focusing on Elf-related cards and themes and including new versions of Legolas, Elrond, Arwen, and Galadriel, *Realms of the Elf-Lords*, the newest *Lord of the Rings* set, will be released June 19 (starter decks) and July 3 (booster packs). The two 63-card starter decks will be based on Legolas and Boromir and will contain a mix of cards from all three sets, including three random *Realms* rares. The decks will retail for \$10.95; the 11-card boosters for \$3.29. A series of pre-release tournaments are scheduled for the weekend of June 15-16, with a special pre-release tournament card to be handed out to

all participants. To find a location near you, log on to *DGMA.com*.

The 122-card set will also feature new artifacts like the Shards of Narsil and the Palantir of Orthanc. Isengard's most notorious resident, Saruman, will also make an appearance. *The Two Towers*, scheduled for November, will follow this set.

Star Trek: A new mission

There's big news coming from Decipher about its Star Trek license. The design gurus in Norfolk are working on a new Star Trek collectible card game. The old game will continue to be supported, though the new game will be incompatible with the old. Each player will take on the role of one faction from any of the Trek series (including Enterprise). A turn consists of running through one "episode," where players will be able to perform actions (based on their ship and personnel) to help themselves or hinder their opponents. The game will have both two-player and multi-player capability and is tentatively scheduled for fall release, with the first expansion scheduled to follow the theatrical debut of Star Trek Nemesis. Look for demos of the game to be available at this summer's conventions.

Star Wars

Decipher will donate more than a million dollars in product, promotional materials, and financial backing to the *Star Wars* Customizable Card Game Player's Committee, a non-profit group of volunteers. The donation is meant to reward loyal players and retailers who supported the game during Decipher's run with the CCG license and to keep the game alive. The Player's Committee will take over the Star Wars CCG World Championship tournament at DecipherCon, as well as a number of other duties. For more information, go to *www.game-playersnet work.com/card/games.asp?gm=starwars*

Fantasy Flight Games Art signed by the author!

Fantasy Flight Games is giving away an 8 x 10" limited-edition print of artwork from the *A Game of Thrones* CCG to every fan who preorders a box of boosters from their local game store, and every print is signed by series author George R. R. Martin! All you have to do is go to the *A Game of Thrones* website, www.fantasyflightgames.com/got.html and download the Free Artwork

form. When you go to your local game store to preorder the game, have an employee fill out the form and then mail it to Fantasy Flight Games. You can choose from three pieces of artwork, including "As Hard as the Winter," pictured here. This offer is only available through game stores, and you must preorder your box of boosters before July 15.

A Game of Thrones will be released at Gen Con. Starters will be based on each of the major families from the series of novels (Stark, Baratheon, and Lannister).







or turn to our Player's Committee update on Page 74 of this issue.

Excelsior Entertainment Mutant Chronicles resurrected

Pennsylvania-based Excelsior Entertainment plans to re-release the Mutant Chronicles and Chronopia game lines formerly produced by Target/Heartbreaker. No word yet on when or if Excelsior will bring back Doomtrooper, the collectible card game based on the Mutant Chronicles setting.

Interactive ImaginationA League of its own

The first season of the official Magi-Nation League begins June 8 and runs through July 19. Retail outlets can sign up to host weekly league games in their store. The sign-up kit includes instructions, flyers, stickers, posters, and a Tshirt for the League Elder. A new league season starts about every six weeks, so if you miss out on this one, encourage your local retailer to start up the next time around.

Score The final battle

The DragonBall Z National Championship will be held at Wizard World Chicago the weekend of July 5-7, with the winner receiving a \$1,000 cash prize. The World Championships will follow at Gen Con Game Fair in Milwaukee, Wis., Aug. 8-11. The grand champion will cart off a ton of DBZ cards and \$5,000. Also, the top 16 finishers will receive the exceptionally rare Champion Drill card.

Both tournaments are "open" events, available to any player, regardless of participation in another regional event. All participants will receive product and prizes for playing, regardless where they finish.

Gohan learns to box?

The Capsule Corp Power Pack is a 600-count card box printed with one of four designs on the outside and holding a collection of all-new promo cards. You'll find five new main personality cards (Levels 1-3 of Master Roshi, King Kai, Lord Slug, The Ginyu Force, and Future Gohan), eight DBZ Game Boy Advanced exclusive cards, two Tuff Enuff-only tournament-format cards, a Saiyan Saga booster, and more.

Get set to play at the World Games

This single set combines three sagas into one huge release. World Games will consist of ten new starter decks containing seven Heroes and three Celestial Warriors with more than 200 new cards between the boosters and the starters. There will also be six preview cards for the upcoming Babidi Saga expansion and 10 new promo cards to be found in tournaments, magazines, and conventions.

Second time's the charm ...

Cards from the Frieza, Trunks, Androids, and Cell Sagas will be reprinted in unlimited editions. The Trunks set will see an additional repacking in the "Best of Trunks" decks that will include 66 Trunks cards (including 11 foils) in one of five pre-constructed decks. Each deck

will be based on a different main personality and include levels 1-3 of that personality. Look for additional never-before-seen promo cards from the Trunks Saga, as well.

Promotional events humming along

The DBZ Hummer Tour is up and running. More than 2,500 very loud fans showed up for the first stop in San Antonio, Texas, and the tour is scheduled to hit 30 locations before it wraps up in September. There are a variety of different activities at each event, like voice-actor signings, demos, prize giveaways, and tourna-

The Saiyan Volunteer program is expanding to include volunteers of ages 14-17. If you're in that age group and are interested, e-mail Volunteers@DBZCardGame.com to sign

Bad girl joins Class of '99

Class of '99, the second expansion for Buffy the Vampire Slayer, will contain the game's first Good/Bad Slayer, Faith, as well as six new previews from The Initiative and 10 promo cards. The 250+ card set will be available in August and will retail for \$10.99 (starters) and \$3.29 (boosters).

Magnificent SEVEN

In tournament news, Score is launching SEVEN (Score Entertainment Verified Event Network), which will include a new tournament format for multiplayer Buffy patrols. Go to BTVSccg.com for more on this system and other events. Also, DragonBall Z players can use their SEVEN ID to check out their newly revamped DBZ ratings on DBZcardgame.com. The system is as high-octane as the numbers in the game, with ratings liable to run into eight digits.

Upper Deck Entertainment Metal & Magic

The new Yu-Gi-Oh! set, Metal Raiders, should be available in June. Magic Ruler, the next expansion set, is on target for September release.

Medabots

Upper Deck Entertainment will introduce a new CCG based on the Fox Kids cartoon series Medabots in July. Each 'bot has its own special set of powers and interchangeable weapons. A hit in Japan, the game will be a touch more complex than the standard "fighting critter" game, according to Upper Deck.

Wizards of the Coast Electronic Pokémon

The Pokémon-e card products are a new development in the game industry that combines traditional collectible card game play with the handheld technology of Game Boy Advance. The first Pokémon-e card set will hit store shelves in mid-August, followed by four additional Pokémon-e card releases in the future.

Pokémon-e remains compatible with the regular collectible card game as well as with the new Nintendo e-Reader. Each card is encoded with a Dot Code strip that gives the game an added dimension. With the swipe of a game card, sound effects, graphics, or data will appear

COMING SOON

The following U.S. release dates are tentative and subject to change, and reflect information as Scrye goes to press. Scrye endeavors to print only the best available release information. New game systems appear in **boldface**:

Collector's Guide to Mage Knight: Vol. 1 (WizKids) DragonBall Z: Capsule Corp Power Pack (Score) Gregory Horror Show Experience (Upper Deck) Harry Potter: Adventures at Hogwarts (Wizards of the Coast)

Mage Knight Castles: Castle Gatehouse (WizKids) Mage Knight Conquest Rulebook (WizKids) Magic: The Gathering Online (Wizards of the Coast) Marvel HeroClix: Sentinel (WizKids)
Marvel HeroClix: Infinity Challenge Premier Ed. (WizKids)

Warlord: Nest of Vipers (Alderac) Yu-Gi-Oh! Metal Raiders (Upper Deck)

SUMMER

Magi-Nation: Voice of the Storms (Interactive Imagination)

JULY

Collector's Guide to Mage Knight: Vol. 2 (WizKids) Dragonball Z: Capsule Corp Power Pack (Score) Legend of the Five Rings: Broken Blades (Alderac) Lord of the Rings: Realms of the Elf-Lords (Decipher) Mage Knight Castles: Castle Keep (WizKids) Mage Knight Dungeons Premier Ed. (WizKids) Mage Knight Conquest Siege Pack (WizKids) Mage Knight Unlimited Painter's Ed. (WizKids) Medabots (Upper Deck) MLB Showdown 2002: Trading Deadline (Wizards

of the Coast) Shadowfist: Boom Chaka Laka (Z-Man)

Star Wars: Sith Rising (Wizards of the Coast)

AUGUST
Buffy the Vampire Slayer: Class of '99 (Score) Dragonball Z: World Games Limited Ed. (Score) Fire in Kursk Playmark Book Game (Z-Man) A Game of Thrones (Fantasy Flight) HeroClix: Indoor Adventure Pack (WizKids) HeroClix: Outdoor Adventure Pack (WizKids) Mage Knight Titans: Hill Giant "Iron Rain" (WizKids) Magi-Nation: Second Order (Interactive Imagination)

MechWarrior: Dark Age (WizKids) NFL Showdown 2003 (Wizards of the Coast) Sack Armies: Colonization (Tyranny Games) Shadowfist: 10,000 Bullets Starter Ed. (Z-Man)

SEPTEMBER

DC HeroClix: Hypertime (WizKids) DragonBall Z: World Games Unlimited Ed. (Score) Mage Knight Titans Two-Pack (WizKids) MLB Showdown 2002: Pennant Run (Wizards of the

Transformers: Armada (Wizards of the Coast) Yu-Gi-Oh! Magic Ruler (Upper Deck)

Angel (Score) Star Trek (Decipher)

OCTOBER

Harry Potter: Chamber of Secrets (Wizards of the

Marvel HeroClix: Expansion 1 (WizKids) NFL Showdown 2003: 1st & Goal (Wizards of the Coast)

Warlord: [Unnamed 300-card Expansion] (Alderac)

FALL/WINTER Buffy the Vampire Slayer: The Initiative (Score)

NOVEMBER

Star Wars: A New Hope (Wizards of the Coast) Lord of the Rings: The Two Towers (Decipher)
MechWarrior: Dark Age Expansion 1 (WizKids) Yu-Gi-Oh! Pharaoh's Servant (Upper Deck) DragonBall Z: Babidi Saga Limited Ed. (Score) DragonBall Z: Babidi Saga Unlimited Ed. (Score) Legend of the Five Rings: The Fall (Alderac) Magi-Nation: Daybreak (Interactive Imagination)

Dragonball Z: Buu Saga (Score)



TOP OF THE

Top-selling CCGs

- 1) Magic: The Gathering
- 2) Dragonball Z
- 3) Lord of the Rings
- Mage Knight
- Pokemon
- Yu-Gi-Oh 6)
- 7) Harry Potter
- 8) Star Trek
- 9) Legend of the Five Rings
- 10) Warlord

Top-selling Magic cards

- **Birds of Paradise**
- Call of the Herd
- Urza's Rage
- 4) Shadowmage Infiltrator
- **Grim Lavamancer** 5)
- 6) Undermine
- Iridescent Angel
- 8) Pernicious Deed
- 9) Traumatize
- 10) Skizzik



Top-selling

Lord of the Rings cards

- 1) Aragorn: Ranger Of The North
- 2) Cave Troll of Moria
- 3) Lurtz: Servant Of Isengard
- 4) Aragorn's Bow
- The Witch-king, Lord of the Nazgûl
- The Witch-king: Lord Of Angmar 6)
- Arwen: Daughter Of Elrond
- Boromir: Lord Of Gondor 8)
- The Balrog, Flame of Udûn
- 10) Watcher in the Water, Keeper of Westgate

Top-selling *Mage Knight* figs

- 1) Storm Golem
- Wraith 2)
- Thunder Golem 3)
- 4) Mummy
- 5) Solonavi Creator
- **Gate Lord** 6)
- 7) Magna Draconum
- 8) Solonavi Striker
- Dwarven Stomper
- 10) Maelstrom Golem





- 2) Charizard
- **Shining Charizard** 3)
- 4) **Blastoise**
- 5) **Dark Tyranitar**
- 6) Lugia
- Shining Celebi
- Dark Typhlosion
- 9) Scyther
- 10) Shining Raichu



Star Wars Celebration II a hit for Wizards

More than 25,000 fans converged on Indianapolis, Ind., May 3-5 to revel in Jedi-mania at the second Star Wars Celebration event. The festival touted a digitally-produced eight-minute excerpt from Attack of the Clones, actors from all five films, a concert of Star Wars music, and, of course, Wizards of the Coast and its new Star Wars TCG.

Highlights of the event included a special "Star Wars in Pop Culture" film room, showing video shorts, cartoons, trailers, and music videos; a toy museum sponsored by Hasbro containing every action figure and vehicle produced in the last 25 years; a fan films award area, honoring the



Star Wars Celebration II far exceeded our expectations. For the 27,000 fans at the event, it was a can't-miss three-day experience that allowed them to celebrate and take part in 25 years of Star Wars history," said Steve Sansweet, Director of Content Management and head of Fan Relations at Lucasfilm Ltd.

Gathering creator Richard Garfield.

Wizards introduced a multitude of new people to its card game. Most notable was Daniel Logan, the young Boba Fett in Episode II, who was introduced to the game by Richard Garfield himself. There's no word on who won the game, but the good news for Logan is that there were no sarlaccs reported in the area ...

on the Game Boy Advance screen. Select cards will produce a mini-game when scanned with a series of other cards.

For Pokémon TCG players, Pokémon-e cards will offer a full line-up of products with familiar creature cards and popular Pokémon with brand new attacks; new trainer cards, which give players more options in the game; and a new mechanic called Supporters designed to aid Pokémon.

Foiled again!

Released in May, Legendary Collection is the first Pokémon TCG release to incorporate foil versions of every card in the set, making it possible for game enthusiasts to collect an all-foil version of the entire release through the purchase of booster packs. Holofoil cards in the set add a new element of rarity with an additional foil stamping.

The Pokémon: Legendary Collection should be available now in \$3.29 11-card booster packs. They'll be followed in mid-June by two 61-card theme decks priced at \$9.99 each, with each theme deck including a randomly inserted foil card.

Magic in the digital age

Wizards of the Coast has announced that Magic Online is almost ready to be opened to the public. Expected some time in June, the service will offer more than 1,600 digital cards, 24/7 accessibility, forums for varying levels of play, online player rankings, tutorials, and a free trial. Players who collect a full set of online cards will have the option of trading them in for physical Magic cards. The website is www.mtgonline.com.

WizKids

Daniel Logan, the young Boba Fett in Attack of the

Clones, learns how to play Wizards of the Coast's new Star

Wars game from one of the designers - Magic: The

The Four Horsemen meet Mr. Suitcase

Between April 22 and May 7, a single bidder on eBay acquired three of the Four Horsemen from the Mage Knight Sinister set. Bidding a total of \$7,000, the as-yet-unidentified bidder "r45kd" made the winning bids on War (\$2,325), Death (\$3,050), and Pestilence (\$1,625); thus far, Famine has not been up for auction on eBay. The same bidder also made the winning bid on a complete set of 20 limited-edition Mage Knight Sinister figures for \$1,825 May

Mishler gets Mage-Knighted

WizKids has released a limited-edition Mage Knight Sinister figure named after former Scrye Associate Editor James Mishler. Sir Mishler, an elite figure from both the Knights Immortal and Hero factions, is a prize figure from the Mage Knight Sinister expansion.

Z-Man Games Fire in Kursk

Fire in Kursk is a World War II game using Z-Man's new Playmark Book Game system developed for the release Warchon. Fire in Kursk will recreate the greatest tank battle of the World War II.

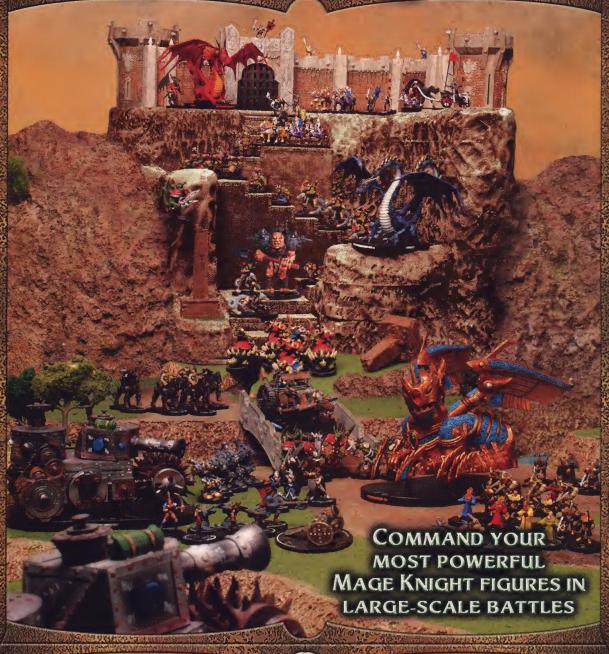
Shadowfist starts with 10,000 Bullets

10,000 Bullets, a new starter edition for Shadowfist, will have one starter for each of the game's eight factions, including the Purists. There will be new starter decks, reprints, and new cards. Playable out of the box, like Year of the Dragon, each deck will also have a revised introductory rulebook.





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HOW A 'MECH IS MADE

Designing a BattleMech for MechWarrior: Dark Age

From the beginning, *MechWarrior: Dark Age* was designed to be a combined-arms collectible miniatures game. A battle force is often built around a 'Mech as its primary combat unit. With the support of battle armor and vehicle units, 'Mechs have the firepower and mobility to achieve their objectives and deci-

mate any enemy units that '
get in the way.

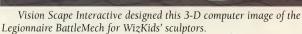
The 'Mechs in

MechWarrior: Dark Age are the undisputed kings of the battlefield and have an aura of invincibility established through years of conflict in the BattleTech universe. To design a single 'Mech for Mech-Warrior requires attention to both the appearance of the figure as well as its abilities in game play. Due to the expecta-

tions of

the world-

wide fan



base of *BattleTech* players, it's just as important to capture the "feel" of a 'Mech as it is to represent its combat abilities and stats.

Each unit in MechWarrior: Dark Age begins as a written description detailing the unit name, relative speed and armor rating, and, in the case of a 'Mech, the unit's height. The **Legionnaire** is new to the *BattleTech* universe, so WizKids CEO Jordan Weisman, who codesigned the original BattleTech game; Randall Bills, a long-time contributor to the BattleTech universe from PenBlade Studios; and WizKids Game Design Director Jim Long had a clean slate to begin the design process. The simple specs for the Legionnaire called for a medium BattleMech (between 40 and 55 tons), 33' tall, mounting a single extra-large autocannon. Speed would be relatively fast, and armor protection would be moderate. At this point, computer-generated control art was developed by Vision Scape Interactive, a 3-D animation studio. Over several iterations, the appearance



by Matt Robinson, WizKids Game Designer

and feel of the 'Mech was fine-tuned until a final control image was available for the sculpting department.

Using the control art and his experience in sculpting, James Van Schaik used plastic and metal parts to bring the Legionnaire to life.
Rotating sockets in the shoulders and waist give the 'Mech degrees of articulation unavailable in previous WizKids releases.

While sculpting was taking place, Lead Designer Matt Robinson

> determined the combat values and special abilities to represent the 'Mech.

As well as the values determined by the unit's description, a unit's faction dictates many of its capabilities. Some factions favor fast units, others prefer defensive capabilities over offensive capabilities. As a member of the Swordsworn faction, the Legionnaire is equipped with a weapons configuration that emphasizes high damage output at the expense of poor heat dissipation. Its huge autocannon was easy to depict in the game, and the Legionnaire's primary damage value of 5 is high for a medium 'Mech. Its Armor Piercing special ability allows the Legionnaire to ignore a target's defensive special abilities. The "fast" speed value results in an initial speed of 10" for the Legionnaire. Initial attack and defense

values are 10 and 20, respectively.

The heat dial has a huge impact on the play value of a 'Mech in MechWarrior: Dark Age. For the Legionnaire, its lack of adequate cooling



A prototype of the figure is cast using a mold made from the original sculpt.

is apparent. Negative modifiers to the performance of the 'Mech (known as "heat modifiers") appear early and often in this 'Mech's short heat dial. The possibility of ammunition explosions or overheated engine means a player must carefully manage the heat level on this 'Mech to get the most out of it on the battlefield.

With the combat values finalized and its sculpt complete, this 'Mech weighs in at 124 points and is ready to take to the battlefield. In a 300-point *MechWarrior: Dark Age* standard game, the Legionnaire will be pivotal to the outcome of a battle!

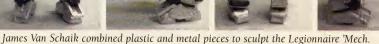


The finished, painted Legionnaire 'Mech stands ready to do battle!





















Crush foes online in virtual CCG

Send your goats into the Witness Protection Program, because those aren't ordinary trolls under that bridge. They're Battle Trolls - warriors in an online collectible card game of the same name. Battle Trolls is similar to other CCGs, in that you can collect the set of 85 cards, with common, uncommon, rare, and ultra-rare cards. You can even trade cards with other players. The difference is that Battle Trolls has no paper at all — it's completely virtual.

To play, you sign up at www.battletrolls.com for a free two-week trial, which includes two packs of cards to try out the game. If you like the game, you can pick a membership package that suits you. With membership, you get more cards and access to members-only features.

There are three types of cards in Battle Trolls: trolls, powerups, and bonus cards. Trolls are the key. You pit your troll against an opponent's, and they fight to the death. With a few victories under its belt, a troll gains levels and becomes stronger. Powerups and bonus cards are your bag of tricks for winning a battle. Some, such as Double Strike, make your current attack stronger, some are defensive, like Prayer. Others





Battle Trolls' online tutorial walks you through a sample combat.

offer healing, like Elixir and Antidote. Then there are special cards, including Retreat and

the fearsome Mindlock. The difference between powerups and bonus cards is that bonus cards are rarer and their effects generally last a few rounds. Powerups only last one round.

There's is almost always another player somewhere in the world online to play against. Also, when trolls are defeated, they are dead. You can't use them anymore, unless you have one of the elusive **Resurrect** cards. So you risk

something with every game.

Unfortunately, it'll cost you — \$4.95 for each extra booster of 15 cards. A real pack at your local hobby shop costs less! Also, you have to keep buying more cards to keep a good rating position, because once you use a powerup or bonus card, it's gone from your collection. While this does maintain game balance by forcing you to use your cards wisely, it also caters to "Johnny Suitcase," who can afford to whip out cards left and right — if you don't burn some cards to counter his onslaught, you

Battle Trolls is fun and innovative, though it can get pricey, and unlike some real-life CCGs, it's easy to find someone to play.



CCG videogames offer instant opponents



by Brent Frankenhoff

Can't find an opponent to play Yu-Gi-Oh? Konami's Yu-Gi-Oh! Dark Duel Stories videogame brings the CCG to GameBoy Color, allowing players to compete against a cadre of computer-generated opponents as well as other human opponents through the use of a GameLink cable.

This is one of the last GameBoy Color cartridges to be released, and it takes full advan-

tage of the GameBoy Color's power, but it could have been so much more on the GameBoy Advance platform, which was released last summer, and which has now superceded the Color unit. Perhaps an Advance version is in the works?

Game play is similar to the real card game, in which opponents pit monsters against one another in an attempt to diminish their opponent's life points to zero or run them out of cards. Computer opponents range from novice to skilled players and it takes five wins over a given opponent to advance to the next level.

The graphics are adequate and convey the basic information about the cards, however the designers assume that players will already be familiar with the trading-card game. It doesn't take long to pick up the simple game, but advanced strategy is almost impossible when you don't know which cards combine to make more powerful creatures, and spells rarely, if ever, come into play. More explanatory text in the instruction booklet or a tutorial mode on the cartridge would have been helpful.

Much like the old Magic: The Gathering computer game, this is an ade-

quate substitute for when there are no other players available, but it's doubtful that two players competing head-to-head will prefer the electronic version over the real cards. The only advantage here is that players can get that rare card they've been seeking without having to pony up a lot of money. Speaking of cards, promo foil versions of Blue-Eyes White Dragon, Dark Magician, and **Exodia the Forbidden One** are included with the game, making it a must-buy for the avid Yu-Gi-Oh! collector.



So, you're hooked on the Yu-Gi-Oh! CCG (although according to reports, many of you can't find it in stores). But if you've got a Playstation and are hoping to be digitally entertained by Yu-Gi-Oh! Forbidden Memories while you wait for your local hobby store to get more cards, think again.



Yu-Gi-Oh! did not translate well to the Playstation. It looks, feels, and plays like it was rushed from design to finished product. That's unfortunate and hopefully not a precedent for CCG-based videogames - Playstation is facing stiff competition from its next-generation rivals and its game designers need to spend more time on each title, not less.

From a gamer's standpoint, this is not the way to be introduced to Yu-Gi-Oh! As a novice, I found it difficult to figure out the game's mechanics and was often confused by a complex series of button-pushing that was just too complicated for a strict turn-based game.

It's cool to think of extending a CCG into the realm of campaign mode, à la Baldur's Gate or Diablo, but at least during the first segment, the campaign mode is little more than a series of linear encounters that lead to more card games. RPGs in the 21st century need to be more than 2-D graphical interfaces and cheesy dialogue, and unfortunately, that's what we have here.

There is a two-player mode that may save the game for some players, but it may be tough to find another person in your town or city that enjoys the game on the Playstation.

> The graphics leave everything to be desired, the sound makes you want to turn the radio on and, as I mentioned before, the interface is archaic and difficult to figure out. Yu-Gi-Oh! fans should stick to the cards themselves, and leave the Playstation version, at least, to those who can't find a playing

Editor's note: One feature of interest to anyone who has both the printed cards and one of the Yu-Gi-Oh! videogames is that each of the cards has an eight-digit number in the lower left corner. This number is a password that gives you an opportunity to get a virtual copy of the card in the videogame, as well. See the videogame instructions for details.







#1 BEST MOVIE-BASED CCG OF ALL TIME

Inquest Gamer Magazine Staff, May 2002

#1 Best-Selling Trading Card Game

for January and February 2002 Comics & Games Retailer Magazine

BEST CCG

2001 Inquest Fan Awards Inquest Gamer Magazine, June 2002



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First, there were the cards.

Then came the dice, and later, there were miniatures, disks, and hexagonal tiles. Now, Z-Man games introduces the first Playmark Book Game (PBG), the newest evolution (or revolution) in collectible gaming.

You start with a book, which is divided between rules and locations ("spreads"). Each player takes a set of bookmarks and places them in the spread part of the book, paying attention to the maximum capacity of each

Playmark Book Game is a real page-turner



spread. A map along the bottom of each page helps you "move" to different pages/spreads, and when forces from opposing armies meet, they battle. Several actions are available, usually dependent on special traits of the fighting units. A random number is generated and a chart opposite the spread's page is consulted. This chart reveals the results of the battle, which usually involves damage to the attacker, the defender, or both. The first player to capture his opponent's Warbanner wins the game.

The greatest advantage of this game system is its portability. In fact, a friend and I played it while sitting on the couch watching TV. It's an ideal choice for a bus, plane, or the back seat of a car. All the rules and gameplay material are contained in one book, so we could look up what we needed to quickly and easily. Alternate scenarios are provided for a different game experience or to recreate historic moments in the history of Krimmeron (the game world in which Sygillis is one of the four continents). In addition to the rules and spreads, the book also has background on the

two factions in the game (the Celestine Order and the Azuthkan Horde — guess which are the good guys and which are the bad guys) and a 10-page story written by Margaret Weis and Don Perrin.

Portability comes at a price, though. The book must be handled carefully, lest a bookmark slip down (bookmarks are shifted up or down to indicate that they have moved or used a special ability). Once you get a second book, you'll want to use that for rules references. It can also be hard to keep track of all the units and their locations, which isn't a problem in a CCG, where everything's laid out in front of you. Much of what a PBG offers can be done just as well with a tabletop boardgame or wargame, if portability isn't an issue. In short, it's great to have on the way to a convention, but once you get there ...

Z-Man Games intends to release more armies, spells, and books for the *Warchon* game world, as well as PBGs with World War II and science-fiction settings. Its website (www.zmangames.com) promises to keep you up-to-date for all the latest releases. In the meantime, if you're looking for a way to kill a few hours on a trip or just want to check out something new and different, give *Warchon* a try. If all else fails, at least you'll have a nice-looking collection of bookmarks.

Stay awhile at Gregory House

Based on a series of creepy-yet-funny Japanese animated shorts that alas, haven't yet been released in English, the *Gregory Horror Show* boardgame adds a collectible twist to traditional boardgames. The game is for 2-4 players, and can take a couple of hours to play, if the competition is fierce. The goal is to be the first to escape from the spooky hotel pictured on the play mat or to be the last "guest" left alive. To escape, you have to gain control of three rooms by defeating the monsters within (represented by cards), then leave Gregory House through the front door or a portal. Watch out for the roaming monster, which can catch you outside the rooms — he's a cool little plastic figure of Gregory, your host.

On your turn, you roll a 20-sided die to see how many spaces you can move. You can split your move between your own token and the roaming monster, sending it after an opponent or just moving it further away from you. Certain squares on the board will help or hurt you, and you can pick up Judgment cards to boost yourself or sabotage another player.

MUMMY DOG

BOIL DIE MYTER DIFFATING MONTER
ON A ROLL OF:

12. Instantly move your Fard Monter to any open
space except herit own opies
34% Down & Addressed tool
15-20. Add 50 Spoolly Strength Off draw I Judgment card

Poor Mummy Dog always has a headache, though he can't figure out why ...

Here's the collectible part, which adds another level of strategy to the game: You can buy expansion packs containing two monster figures (there are 24 monsters in all) which can be introduced into the game at certain times. When you introduce a feral monster, as they're called, any player can move the piece — but *you're* the only one who can attack with it.

Since the person in the lead is likely to be hammered by every other player, the game can take some time to finish. And the first person knocked out of the game better have a book or something, 'cause once you're out, you're out. But it's a fun game, carrying on the noble tradition of offering, as comedian Shelley Berman once said about *Monopoly*, "the thrill of wiping out a friend."

PC GAME BLENDS CCG, STRATEGY-GAME ELEMENTS

by Mike Greenholdt

Etherlords is a turn-based strategy computer game from Fishtank Interactive. It's set in an unnamed fantasy world inhabited by four races. Normally these races live in peace, but the dreaded Time of Changes begins a period of war, with each race trying to reach the Temple of Time and world domination. Players compete for resources while maneuvering to fulfill scenario victory conditions (usually destruction of all opposing castles).

What sets Etherlords apart is its combat-resolution system. Etherlords uses a comparatively simple, Magic-like virtual collectible card game to resolve each bat-

tle. Each of your generals has a 15-card "deck" with which to reduce his or her opponent to zero life. There are major differences from *Magic*, two of the biggest being that all attackers have the equivalent of first strike and there is no land — spell-casting resources are fixed and automatic.

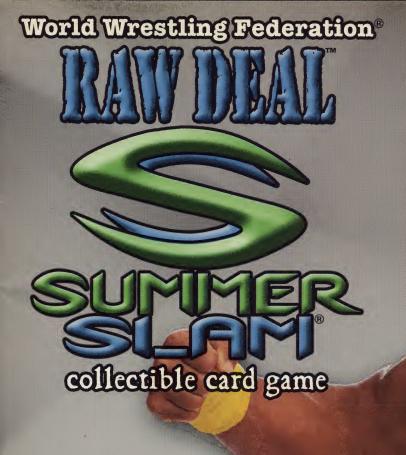
The graphics are good, especially for the CCG. Interfaces are quick and intuitive, although there are lots of creatures special abilities, and the only list, in the back of the manual, isn't alphabetized. You can right-click on most items for a pop-up information window, but not for creature special abilities.

Magic players may find Etherlords interesting, especially since it's fairly easy to obtain new cards for a general's deck, allowing for experimentation. However, the strategic aspect of the game is not compelling, as the game seems to be built around the CCG combats, so Etherlords will probably appeal more to CCG players than to computer-game aficionados.









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Big-name game conventions play host to major tournaments

What do Milwaukee; San Diego; Atlanta; Columbus, Ohio; and Virginia Beach, Va., have in common? For the rest of the year, they'll be the hottest places to play a game north of the equator. These are the host cities for the largest, highest-attendance gaming conventions in America: Gen Con in Milwaukee, Comic-Con International in San Diego, Dragon*Con in Atlanta, Origins in Columbus, and DecipherCon in Virginia Beach.

Most gamers have heard of Gen Con and

ention & special event reports by Alan Denny

Origins — the Big Two of gaming conventions - but many just can't make it to either, because of distance or other obligations. This summer, the large gaming conventions are spread out from coast to coast, so there should be one close to you.

All of the major manufacturers will be on hand for these shows — Wizards of the Coast, Decipher, WizKids, Alderac, Upper Deck, and many others. They'll have representatives available for tournaments, demonstrations, and answering questions. Many of these conventions offer fans the opportunity to meet

artists, authors, and TV and movie actors, as

Gen-Con has been the major game convention for years. Because of its size, Gen Con attracts some of the top tournaments in the country. This year, Gen Con will play host to the World Championship tournaments for DragonBall Z, Shadowfist, and Warlord: Saga of the Storm; Continental Championships for The Lord of the Rings and Star Trek; North American Championships for Vampire: The Eternal Struggle; Pro Tour qualifiers for Wizards of the Coast's Magic: The Gathering; and many other special events.

Close to Gen Con in size and stature is Origins, the site of the Mage Knight World Championships, among other events. DecipherCon is the world championship venue for Decipher's Star Trek, Star Wars, Lord of the Rings, Young Jedi, and Jedi Knights collectible card games. Dragon*Con and Comic-Con International aren't dedicated gaming conventions, but they are major shows with a lot of games programming to offer.

All these conventions have something for everyone, no matter what you play. When you come home from one of these conventions, you can be sure of a few things: You will have made some new friends; you will need three days of sleep; it will take a week to recover from a diet of junk food and caffeine; and you'll hardly be able to wait until next year's event!

Major Game Conventions

Origins, Columbus, Ohio www.originsgames.com

Aug. 1-4 Comic-con International: San Diego, San

Diego, Calif. www.comic-con.org

Aug. 8-11 Gen Con, Milwaukee, Wis. www.wizards.com/gencon

Aug. 30-Sept. 2 Dragon*Con, Atlanta, Ga. www.dragoncon.org

Oct. 31-Nov. 3 DecipherCon, Virginia Beach, Va. www.decipher.com



Put on good "game face" for tournaments

Every collectible card game has its own metagame — the cards, card combos, and deck concepts popular within a playing group or throughout the entire player population of that particular game. However, there is another aspect of tournament CCG play, which crosses the boundaries between different games — the psychological metagame. By this, I mean the "game face" you present your opponents.

Psychology is usually most useful and mostly used in tournaments, where you are unknown to your opponents. Your local gaming group already knows the real you, and psychological gamesmanship in friendly play is usually of little use and in bad taste, However, in tournaments, it can give you an edge that should not be dismissed. Even if you don't care to put on a special "game face," you should be aware of how other player's might try to affect your game. These are some of the ploys I have used or seen used to some effect:

The Amiable Buffoon. Your goal is to encourage your opponents to underestimate you by coming off as a poor or inexperienced player. I once saw this ploy nearly win a national championship in Galactic Empires. The player in question consistently flattered his oppo-

Skills for survival! by Mike Greenholdt nents, playing to their egos and disparaging his own skills, passing off his victories as luck. It helped that he used a huge deck

(200+ cards), usually the mark of a novice (his deck was built to draw lots of cards each turn). He went into the finals undefeated, where he finally met people who knew him and what his deck could do - but he still

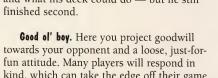
kind, which can take the edge off their game, especially if they have a complicated deck concept. This attitude can also take the sting out of any loss, both for you and your opponent.

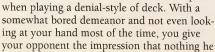
Mr. Invulnerable. This is an excellent option when playing a denial-style of deck. With a somewhat bored demeanor and not even looking at your hand most of the time, you give

can do can hurt you. This can wreck his morale, especially if you back it up early in the game. At its best, your opponent will hesitate before trying anything and will definitely be thrown off his game. Be warned - this attitude can backfire, inspiring your opponent to new heights of creativity.

The Sportsman. This approach can be dangerous. The Sportsman allows an opponent to take back bad moves, points out rules, even when they don't favor him; and reminds his opponent of his cards' special abilities. This may seem counterproductive, but it does have a few advantages. If you play a complicated deck, your opponent will frequently give you a break if you make a mistake, as you have been doing for him all game. Also, many players are startled by such an attitude, and it may take them off their game.

There are many other approaches you can take, but don't confuse these tactics with the "Dark Side" of gamesmanship — behaving surly, argumentative, and generally being a poor sport. It sometimes works, I admit - but it can also get a player thrown out of a tournament altogether. And win or lose, it sure doesn't seem like they're having much fun.









Online trading turns spares into rares

Into every collectible card gamer's life, some duplicates must fall (or a lot of duplicates, if you pull stuff from packs the way I do). This also applies to players of collectible miniatures games and collectible token games. How can you turn spare rares into the cards or

figures you need — namely the rares your collection still lacks? Flip on your computer and head for the net!

Game collecting and trading sites are all over the Internet. Manufacturer websites, hobby sites, and discussion areas almost always include a trading area. But don't dash blindly into the online fray. Every group of gamers can share grim tales of trades gone awry, payments promised but never received, and beloved rares vanished forever.

Don't let potential problems keep you away from the net, either. For every bad trade or failed auction, hundreds more work just fine, leaving everybody happy. Most problems occur when people rush into a trade, ignore the warning signs of a transaction that's going bad, or simply fall for a "too good to be

true" scam. How do you avoid problems and keep yourself (and your goodies) safe? Take your time, ask questions, and carefully walk through the trading or selling process.

Gamers enjoy talking about their games almost as much as they love playing. That's why game discussion boards are all over the Internet. In addition to conversations about strategy and collecting, discussion boards almost always include sales and trading areas. These make a great starting point for your online excursions.

When joining an online discussion area, spend a few days reading and posting before offering any trades. This gives you time to meet people on the board, and it gives them a chance to know you through your posts. Before posting your trades, ask other board members for suggestions about the best places to trade. Some boards support great discussions, but their trading sides don't work too well. Others focus on trading, which means you'll likely get a better deal for your stuff.





For a great overview of the trading process, check out The Epic Novel of Trading Etiquette, posted at www.mkrealms.com in the Forums/ Neutral Ground section.

Since most online traders never meet face-to-face, the trading exercise is based on trust. As the new person on the block, it's up to you to build other people's confidence in both you and your offers. Exaggerated or misleading descriptions of your stock will lead to people posting "bad trader" notices about you (and that won't help your image at all).

When posting items, be clear in your descriptions. Include the card or figure name, any identifying number, expansion set name, and condition, so nobody misunderstands your offer.

Be honest in your condition description. A card with light scratches from a few shuffles is not in "mint/near mint" condition. It might be in "very good condition, very lightly played." It's tempting to make a card sound nicer than it is (particularly when trading with serious collectors who only accept cards straight from the pack), but don't do it. That's a quick way to earn a bad reputation on the trading boards.

Once someone replies to your trading post,

make sure that you understand *exactly* what the person is offering in trade. There's a huge difference between "I'll trade you a Frodo for your Cave Troll" and "I'll trade you a **Frodo, Old Bilbo's Heir** #289 for your Cave Troll" — you don't want to be on the bad end of that

difference! Don't be offended if someone asks for more details about your cards or figures—they're just following the same guidelines.

When agreeing to a trade, you must wrestle with the issue of who sends first. If both traders have good references, they might ship at the same time (also known as "cross-shipping"). If one person has few references or is new to the trading world, the other person usually asks that the newbie send first.

If the other person insists that you send first but you don't feel comfortable doing it (if you're sending a particularly rare or expensive item, for instance), ask a well-known, respected trader on the board to act as an intermediary in the trade. In this model, both you and your trad-

ing partner ship your goods to the trusted third person, who verifies that both sides of the trade fulfilled their part of the agreement. Then this person ships the goods to their ultimate destination. Since this involves time and effort from the person in the middle, both traders usually pay the person a small fee for the service, in addition to paying for shipping.

Finally, keep good records of your trades. Keep all the details (name, address, e-mail address, discussion site, discussion board ID, figures sent, figures promised, and shipment dates) in a notebook or in a database on your computer. As you finish each trade, ask your trading partner if you can use him or her as a reference for future trades. As your reference list grows, so does your trading reputation!

If board trading sounds interesting, check out dedicated discussion sites like www.magic-traders.com and www.mkrealms.com, or message boards at manufacturer sites like www.deci-pher.com and www.wizkidsgames.com/mageknight.

SCRYE contest Winners Magic

The solution to our *Magic: The Gathering Torment* puzzle in *Scrye* #50 was "Erhnam Djinn."

Congratulations to everyone who solved the puzzle!

And the winners are:

Grand Prize: Stephen M. Smith of Belen, N.M.

First Prize: Rocky J. Harris of Wilmington, Ohio

Runners Up: Jennifer Chase of Philadelphia, Pa.; Del Gustafson of Wilmington, N.C.; George T. Hunt of S. Orleans, Mass.; Daniel Kapperman of Longmont, Colo.; Robert B. Mays III of Aviston, III.; Ricky Petrone of El Paso, Texas; Juli Quast of Ft. Worth, Texas; Russel Tyszka of Throop, Pa.







MANY WAYS TO SAY IT

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Questions? Email: custserv@wizards.com

The Cothering

Dragon Arch U. 5. Artifact. 2. -: Put a multicolored creature card from your hand into play. Drake-Skull Cameo U. 3. Artifact. →: Add U or B to your **Dromar's Attendant** U, 5, Artifact Creature - Golem, 3/3. 1, Sacrifice Dromar's Attendant: Add WUB to

your mana pool.

+1/+1 counters on it.

hand can't attack.

Feroz's Ban

flying until end of turn.

Grafted Skullcap

turn, discard your hand.

Howling Mine

with flying.

Iron Star

Ivory Cup

Jalum Tome

card a card from your hand.

Jayemdae Tome

Junk Golem

Juntu Stakes

Legacy Weapon

Lotus Guardian

color to your mana pool.

Marble Diamond

age to him or her.

Meekstone

untan stens

Millikin

Mask of Intolerance

untap steps.

Jandor's Saddlebags

gain 1 life.

Grapeshot Catabult

Ensnaring Bridge

Emblazoned Golem

U, 2, Artifact Creature - Golem, 1/2. Kick-

er X. Spend only colored mana on X. No more than one mana of each color may be

spent this way. If you paid the kicker cost,

R, 3, Artifact. Creatures with power greater than the number of cards in your

R, 6, Artifact. Creature spells cost 2 more

Fire Diamond 71 U, 2, Artifact. Fire Diamond comes into

play tapped. -: Add R to your mana pool.

Flying Carpet 7th R, 4, Artifact. 2, →: Target creature gains

R, 4, Artifact. At the beginning of your draw step, draw a card. At the end of your

U, 4, Artifact Creature, 2/3. -: Grapeshot

Catapult deals 1 damage to target creature

R, 2, Artifact. At the beginning of each player's draw step, if Howling Mine is un-

U, 1, Artifact. Whenever a player plays a red

U, 1, Artifact. Whenever a player plays a

white spell, you may pay 1. If you do, you

R, 3, Artifact. 2, →: Draw a card, then dis-

R, 2, Artifact. 3, -: Untap target creature.

R. 4. Artifact Creature - Golem, 0/0. Junk

counters on it. At the beginning of your up-

keep, sacrifice Junk Golem unless you re-move a +1/+1 counter from it. 1, Discard a

card from your hand: Put a +1/+1 counter

R. 2. Artifact. Creatures with power 1 or

less don't untap during their controllers'

R, 7, Legendary Artifact. WUBRG: Remove

target permanent from the game. If Legacy Weapon would be put into a graveyard from

anywhere, reveal Legacy Weapon and shuf-

Limestone Golem C U, 6, Artifact Creature - Golem, 3/4. 2,

Sacrifice Limestone Golem: Target player draws a card.

R, 7, Artifact Creature, 4/4. Flying. >: Add one mana of any color to your mana pool.

Mana Cylix PS U, 1, Artifact. 1, →: Add one mana of any

U, 2, Artifact. Marble Diamond comes into play tapped. →: Add W to your mana pool.

R, 2, Artifact. At the beginning of each player's upkeep, if there are four or more

basic land types among lands that player controls, Mask of Intolerance deals 3 dam-

R, 1, Artifact. Creatures with power 3 or

greater don't untap during their controllers'

U, 2, Artifact Creature, 0/1. →, Put the

top card of your library into your grave-yard: Add one colorless mana to your

fle it into its owner's library instead.

Golem comes into play with three +1/+1

7th

spell, you may pay 1. If you do, you gain 1 life.

tapped, that player draws a card.

7th

Emblazoned Golem comes into play with X

Aladdin's Ring 7th R, 8, Artifact. 8, →: Aladdin's Ring deals 4 damage to target creature or player. Alloy Golem U, 6, Artifact Creature - Golem, 4/4. As Alloy Golem comes into play, choose a

ARTIFACT

color. Alloy Golem is the chosen color Beast of Burden 7th R, 6, Artifact Creature, */*. Beast of Burden's power and toughness are each equal to the number of creatures in play.

Bloodstone Cameo U, 3, Artifact. →: Add B or R to your mana pool.

Brass Herald U, 6, Artifact Creature - Golem, 2/2. As Brass Herald comes into play, choose a creature type. When Brass Herald comes nto play, reveal the top four cards of your library. Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library. Creatures of the chosen type get +1/+1

Caltrops U, 3, Artifact. Whenever a creature attacks, Caltrops deals 1 damage to it. ÓD

Catalyst Stone R, 2, Artifact. Flashback costs you pay cost up to 2 less. Flashback costs your opponents pay cost 2 more.

Charcoal Diamond U, 2, Artifact. Charcoal Diamond comes into play tapped. →: Add B to your mana pool. **Charmed Pendant**

R, 4, Artifact. -, Put the top card of your library into your graveyard: For each colored mana symbol in that card's mana cost, add one mana of that color to you mana pool. Play this ability only any time you could play an instant

Chromatic Sphere U. 1. Artifact. 1. → Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

Coat of Arms R, 5, Artifact. Each creature gets +1/+1 for each other creature in play that shares a creature type with it.

Crosis's Attendant U, 5, Artifact Creature - Golem, 3/3. 1, Sacrifice Crosis's Attendant: Add UBB to your mana pool.

Crystal Rod U, 1, Artifact. Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life

Darigaaz's Attendant U, 5, Artifact Creature - Golem, 3/3. 1 Sacrifice Darigaaz's Attendant: Add BRG to your mana pool

Darkwater Egg U, 1, Artifact. 2, →, Sacrifice Darkwater Egg: Add UB to your mana pool. Draw a card.

Dingus Egg R. 4. Artifact. Whenever a land is put into a graveyard, Dingus Egg deals 2 damage to that land's controller.

Disrupting Scepter R, 3, Artifact. 3, Target player discards a card from his or her hand. Play this ability only during your turn.

Dodecapod U, 4, Artifact Creature, 3/3. If a spell or ability an opponent controls causes you to discard Dodecapod from your hand, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.

R. 16. Artifact Creature - Dragon, 9/9. Draco costs 2 less to play for each basic land type among lands you control. Flying. At the beginning of your upkeep, sacrifice Draco unless you pay 10. This cost is reduced by 2 for each basic land type among R. 2. Artifact. 2, -: Target player puts the top two cards from his or her library into his or her graveyard. Mirari

R, 5, Legendary Artifact. Whenever you play an instant or sorcery spell, you may pay 3. If you do, put a copy of that spell onto the stack. You may choose new targets for that copy.

Moss Diamond U, 2, Artifact. Moss Diamond comes into play tapped. -: Add G to your mana pool. Mossfire Egg OD U, 1, Artifact. 2, -, Sacrifice Mossfire Egg:

Add RG to your mana pool. Draw a card Otarian Juggernaut R, 4, Artifact Creature, 2/3. Otarian Jug-gernaut can't be blocked by Walls. Thresh old - Otarian Juggernaut gets +3/+0 and at-

tacks each turn if able Patagia Golem U, 4, Artifact Creature - Golem, 2/3. 3 Patagia Golem gains flying until end of turn.

Patchwork Gnomes U, 3, Artifact Creature - Gnome, 2/1. Discard a card from your hand: Regenerate Patchwork Gnomes. Phyrexian Altar

R, 3, Artifact. Sacrifice a creature: Add one mana of any color to your mana pool. Phyrexian Colossus R, 7, Artifact Creature, 8/8. Phyrexian Colossus doesn't untap during your untap step. Pay 8 life: Untap Phyrexian Colossus. Phyrexian Colossus can't be blocked ex-

cept by three or more creatures. Phyrexian Hulk U. 6. Artifact Creature, 5/4 Phyrexian Lens R, 3, Artifact. -, Pay 1 life: Add one mana of any color to your mana pool.

Pit Trap U, 2, Artifact. 2, →, Sacrifice Pit Trap: De stroy target attacking creature without flying. It can't be regenerated.

Planar Portal R, 6, Artifact. 6, →: Search your library for a card and put that card into your hand. Then shuffle your library.

Power Armor U, 4, Artifact. 3, →: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

Rith the Awakener U, 3RGW, Creature - Dragon Legend, 6/6. Flying. Whenever Rith, the Awakener deals combat damage to a player, you may pay 2G. If you do, choose a color, Put a 1/1 green Saproling creature token into play for each permanent of that color.

Rod of Ruin U, 4, Artifact. 3, →: Rod of Ruin deals 1 damage to target creature or player.

Sandstone Deadfall U, 3, Artifact. → Sacrifice two lands and Sandstone Deadfall: Destroy target attacking creature.

Seashell Cameo U, 3, Artifact. →: Add W or U to your mana pool.

Shadowblood Egg U, 1, Artifact. 2, →, Sacrifice Shadowblood Egg: Add BR to your mana pool. Draw a card.

Sisay's Ring 7th U, 4, Artifact. - Add two colorless mana to your mana pool.

Sky Diamond U, 2, Artifact. Sky Diamond comes into play tapped. →: Add U to your mana pool.

Skycloud Egg OD U, 1, Artifact. 2, →, Sacrifice Skycloud Egg: Add WU to your mana pool. Draw a card. Skyship Weatherlight

R, 4, Legendary Artifact. When Skyship Weatherlight comes into play, search your library for any number of artifact and/or creature cards and remove them from the game. Then shuffle your library. 4, -Choose a card at random that was removed from the game with Skyship Weatherlight. Put that card into its owner's hand.

Soul Net U, 1, Artifact. Whenever a creature is put into a graveyard, you may pay 1. If you do, you gain 1 life.

Sparring Golem U, 3, Artifact Creature - Golem, 2/2. Whenever Sparring Golem becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Spellbook U. O. Artifact. You have no maximum

S SCRYE

one mana of any color a basic land you

U, 2, Artifact. Star Compass comes into play tapped. -: Add to your mana pool control could produce.

Type 2 Player's Guide

Static Orb R, 3, Artifact. If Static Orb is untapped, players can't untap more than two perma-nents during their untap steps.

Steamclaw U, 2, Artifact. 3, →: Remove target card in a gravevard from the game, 1. Sacrifice Steamclaw: Remove target card in a gravevard from the game.

Storm Cauldron R, 5, Artifact. Each player may play an additional land during each of his or her turns. Whenever a land is tapped for mana return it to its owner's hand.

Stratadon II. 10 Artifact Creature 5/5 Stratadon costs 1 less to play for each basic land type among lands you control. Trample

Sungrass Egg U, 1, Artifact. 2, →, Sacrifice Sungrass OD Egg: Add GW to your mana pool. Draw a

Teferi's Puzzle Box R, 4, Artifact. At the beginning of each player's draw step, that player puts the cards in his or her hand on the bottom of his or her library in any order, then draws that many cards.

R, 5, Artifact Creature - Dragon, 2/2. Tek gets +0/+2 as long as you control a plains has flying as long as you control an island gets +2/+0 as long as you control a swamp, has first strike as long as you control a mountain, and has trample as long as you control a forest.

Throne of Bone black spell, you may pay 1. If you do, you gain 1 life.

Tigereye Cameo U, 3, Artifact. →: Add G or W to your mana pool.

Treva's Attendant U, 5, Artifact Creature - Golem. 3/3. 1 Sacrifice Treva's Attendant: Add GWU to your mana pool.

Troll-Horn Cameo U, 3, Artifact. →: Add R or G to your mana pool.

Tsabo's Web R, 2, Artifact. When Tsabo's Web comes in-to play, draw a card. Lands with an activated ability that doesn't produce mana don't un-tap during their controllers' untap steps.

Urza's Filter R, 4, Artifact. Multicolored spells cost up to 2 less to play.

Wall of Spears U, 3, Artifact Creature - Wall, 2/3. First

Wooden Sphere U, 1, Artifact. Whenever a player plays a green spell, you may pay 1. If you do, you



Abyssal Horror 7th R. 4BB. Creature - Horror, 2/2 Flying When Abyssal Horror comes into play, tar-get player discards two cards from his or her hand

Abyssal Specter U, 2BB, Creature - Specter, 2/3. Flying Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand

Addle U, 1B, Sorcery. Choose a color. Target player reveals his or her hand, then choose a card of that color from it. That player discards that card.

Afflict C, 2B, Instant. Target creature gets -1/-1 until end of turn. Draw a card

Agonizing Demise C, 3B, Instant. Kicker 1R. Destroy target nonblack creature. It can't be regenerated. If you paid the kicker cost, Agonizing ise deals damage equal to that ture's power to the creature's controller

Agonizing Memories U, 2BB, Sorcery. Look at target player's hand and choose two cards from it. Put them on top of that player's library in any

Andradite Leech R, 2B, Creature - Leech, 2/2. Black spells you play cost B more to play. B: Andradite Leech gets +1/+1 until end of turn.

Annihilate U, 3BB, Instant. Destroy target nonblack creature. It can't be regenerated. Draw a card. Befoul

U, 2BB, Sorcery. Destroy target land or nonblack creature. It can't be regenerated. **Bellowing Fiend**

R, 4B, Creature - Spirit, 3/3. Flying. When-ever Bellowing Fiend deals damage to a creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you.

Bereavement U, 1B, Enchantment. Whenever a green creature is put into a graveyard, its controller discards a card from his or her hand.

Blood Pet C, B, Creature - Thrull, 1/1. Sacrifice Blood Pet: Add B to your mana pool.

Bloodcurdler R, 1B, Creature - Horror, 1/1. Flying. At the beginning of your upkeep, put the top card of your library into your graveyard. Threshold - Bloodcurdler gets +1/+1 and has "At the end of your turn, remove two cards in your graveyard from the game.

Bog Down C, 2B, Sorcery. Kicker - Sacrifice two lands. Target player discards two cards from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Bog Imp C, 1B, Creature - Imp, 1/1. Flying Bog Initiate C, 1B, Creature - Wizard, 1/1. 1: Add B to your mana pool.

Bog Wraith U, 3B, Creature - Wraith, 3/3. Swampwalk **Boneshard Slasher** U, 1B, Creature - Horror, 1/1. Flying.
Threshold - Boneshard Slasher gets +2/+2
and has "When Boneshard Slasher becomes

the target of a spell or ability, sacrifice it." Braids, Cabal Minion R, 2BB, Creature - Minion Legend, 2/2. At the beginning of each player's upkeep, that player sacrifices an artifact, creature,

or land **Buried Alive** U, 2B, Sorcery. Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.

Cabal Inquisitor C, 1B, Creature - Minion, 1/1. Threshold - 1B, A. Remove two cards in your gravevard from the game: Target player discards card from his or her hand. Play this ability only any time you could play a sorcery.

Cabal Patriarch R, 3BBB, Creature - Wizard Legend, 5/5. 2B. Sacrifice a creature: Target creature gets -2/-2 until end of turn, 2B, Remove a crea ture card in your graveyard from the game: Target creature gets -2/-2 until end of turn.

Cabal Ritual C, 1B, Instant. Add BBB to your mana pool. Threshold - Instead add BBBBB to your mana pool.

Cabal Shrine R. 18B. Enchantment. Whenever a player plays a spell, that player discards X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.

Cabal Surgeon C, 2BB, Creature - Minion, 2/1. 2BB, -, Remove two cards in your graveyard from the game: Return target creature card from your graveyard to your hand.

Cabal Torturer C, 1BB, Creature - Minion, 1/1. B, →: Target creature gets -1/-1 until end of turn.

Threshold - 3BB, →: Target creature gets -2/-2 until end of turn.

Carrion Rats C. B. Creature - Bat 2/1. Whenever Car rion Rats attacks or blocks, any player may remove a card in his or her graveyard from the game. If a player does, Carrion Rats U, 3BB, Creature - Zombie Wurm, 6/5. Whenever Carrion Wurm attacks or blocks, any player may remove three cards in his or her graveyard from the game. If a player does. Carrion Wurm deals no combat damage this turn.

Caustic Tar
U, 4BB, Enchant Land, Enchanted land has "→: Target player loses 3 life."

Chainer, Dementia Master TR R, 3BB, Creature - Minion Legend, 3/3. All Nightmares get +1/+1. BBB, Pay 3 life: Put target creature card from a graveyard into play under your control. That creature is black and is a Nightmare in addition to its creature types. When Chainer, Dementia Master leaves play, remove all Nightmares from the game.

Chainer's Edict U, 1B, Sorcery. Target player sacrifices a creature. Flashback 5BB

Childhood Horror U, 3B, Creature - Horror, 2/2. Flying. Threshold - Childhood Horror gets +2/+2 and can't block.

Coffin Purge C, B, Instant. Remove target card in a graveyard from the game. Flashback B.

Corrupt C, 5B, Sorcery. Corrupt deals damage equal to the number of swamps you con-trol to target creature or player. You gain life equal to the damage dealt this way.

Cremate U, B, Instant. Remove target card in a graveyard from the game. Draw a card

Crippling Fatigue C, 1BB, Sorcery. Target creature gets -2/-2 until end of turn. Flashback - 1B, Pay 3 life.

Crypt Angel R, 4B, Creature - Angel, 3/3. Flying, protection from white. When Crypt Angel comes into play, return target blue or red creature card from your graveyard to your hand.

Crypt Creeper C, 1B, Creature - Zombie, 2/1. Sacrifice Crypt Oreeper: Remove target card in a graveyard from the game

Crypt Rats U, 2B, Creature - Rat, 1/1. X: Crypt Rats deals X damage to each creature and each player. Spend only black mana this way.

Cursed Flesh C, B, Enchant Creature. Enchanted creature gets -1/-1 and can't be blocked except by artifact creatures and/or black creatures OD

Cursed Monstrosity R, 4B, Creature - Horror, 4/3. Flying. Whenever Cursed Monstrosity becomes the target of a spell or ability, sacrifice it unless you discard a land card from your hand.

Dakmor Lancer U, 4BB, Creature - Knight, 3/3. When Dakmor Lancer comes into play, destroy target nonblack-creature.

Dark Banishing C, 2B, Instant. Destroy target nonblack creature. It can't be regenerated.

Dark Suspicions R, 2BB, Enchantment. At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand more than you have in your hand. Darkest Hour 7th R, B, Enchantment. All creatures are black.

Dawn of the Dead R, 2BBB, Enchantment. At the beginning of your upkeep, you lose 1 life. At the beginyour opkeep, you nose I line. At the begin-ning of your upkeep, you may return target creature card from your graveyard to play. That creature gains haste until end of turn. Remove it from the game at end of turn.

Dead Ringers C, 4B, Sorcery. Destroy two target non-black creatures unless either one is a color the other isn't. They can't be regenerated.

Death Romb C, 3B, Instant. As an additional cost to play Death Bomb, sacrifice a creature. Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

Decaying Soil R, 1BB, Enchantment. At the beginning of your upkeep, remove a card in your gravevard from the game. Threshold - Whenever a nontoken creature is put into your graveyard from play, you may pay 1. If you do. return that card to your hand.

Decompose OD U, 1B, Sorcery. Remove up to three target cards in a single graveyard from the game. Defiling Tears

U, 2B, Instant. Until end of turn, target creature becomes black, gets +1/-1, and gains "B: Regenerate this creature."

Desolation Angel R, 3BB, Creature - Angel, 5/4. Kicker WW. Flying. When Desolation Angel comes into play, destroy all lands you control. If you paid the kicker cost, destroy all lands instead

Desperate Research R, 1B, Sorcery. Name a card other than a basic land card. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the name

Devouring Strossus R, 5BBB, Creature - Horror, 9/9. Flying, trample. At the beginning of your upkeep, sacrifice a creature. Sacrifice a creature: Regenerate Devouring Strossus.

Diabolic Intent R, 1B, Sorcery. As an additional cost to play Diabolic Intent, sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.

Diabolic Tutor U, 2BB, Sorcery. Search your library for a card and put that card into your hand. Then shuffle your library.

Dirty Wererat C. 3B. Creature - Minion Rat. 2/3. B. Discard a card from your hand: Regenerate Dirty Wererat. Threshold - Dirty Wererat gets +2/+2 and can't block. Do or Die

R, 1B, Sorcery. Separate all creatures target player controls into two face-up piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated. Dredge

U, B, Instant. Sacrifice a creature or land. Draw a card. **Dregs of Sorrow** R, X4B, Sorcery. Destroy X target non-

black creatures. Draw X cards. **Drudge Skeletons** C, 1B, Creature - Skeleton, 1/1. B: Regenerate Drudge Skeletons.

Duress C, B, Sorcery. Target opponent reveals his or her hand. Choose a noncreature, nonland card from it. That player discards that card.

Dusk Imp C, 2B, Creature - Imp, 2/1. Flying

Duskwalker IN C. B. Creature - Minion, 1/1, Kicker 3B, If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and with "Duskwalker can't be blocked except by artifact creatures and/or black creatures.

Eastern Paladin R, 2BB, Creature - Knight, 3/3. BB, Destroy target green creature.

Engineered Plague U, 2B, Enchantment. As Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.

Entomb R, B, Instant. Search your library for a card and put that card into your graveyard. Then shuffle your library.

Execute OD U, 2B, Instant. Destroy target white creature. It can't be regenerated. Draw a card. Exotic Curse IN C, 2B, Enchant Creature. Enchanted crea-

ture gets -1/-1 for each basic land type among lands you control. **Exotic Disease** U, 4B, Sorcery. Target player loses X life and you gain X life, where X is the numbe

of basic land types among lands you control. Face of Fear OD U, 5B, Creature - Horror, 3/4. 2B, Discard a card from your hand: Face of Fear can't be blocked this turn except by artifact creatures and/or black creatures.

Faceless Butcher C, 2BB, Creature - Nightmare Horror, 2/3. When Faceless Butcher comes into play, remove target creature other than Faceless Butcher from the game. When Faceless Butcher leaves play, return the removed card to play under its owner's control.

Fallen Angel R, 3BB, Creature - Angel, 3/3. Flying Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

Famished Ghoul U, 3B, Creature - Zombie, 3/2. 1B, Sacrifice Famished Ghoul: Remove up to two target cards in a single graveyard from the game.

C. BB. Enchant Creature. Enchanted creature can't be blocked except by artifact creatures and/or black creatures.

Filthy Cur C, 1B, Creature - Hound, 2/2. Whenever Filthy Cur is dealt damage, you lose that **Firescreamer** C, 3B, Creature - Kavu, 2/2. R: Firescreamer gets +1/+0 until end of turn.

Fledgling Imp OD C, 2B, Creature - Imp, 2/2. B, Discard a card from your hand: Fledgling Imp gains flying until end of turn.

Foul Imp U. BB, Creature - Imp, 2/2. Flying. When Foul Imp comes into play, you lose 2 life Foul Presence II 2B Enchant Creature Enchanted crea-

ture gets -1/-1 and has ">: Target creature gets -1/-1 until end of turn."

Frightcrawler C, 1B, Creature - Horror, 1/1. Frightcrawler can't be blocked except by artifact creatures and/or black creatures. Threshold -Frightcrawler gets +2/+2 and can't block.

Fugue 7th U, 3BB, Sorcery. Target player discards three cards from his or her hand.

Ghastly Demise C, B, Instant. Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard.

Giant Cockroach C. 3B. Creature - Insect. 4/2 Gloomdrifter

U, 3B, Creature - Minion, 2/2. Flying. Threshold - When Gloomdrifter comes into , nonblack creatures get -2/-2 until end of turn.

Goham Diinn U, 5B, Creature - Djinn, 5/5. 1B: Regenerate Goham Djinn. Goham Djinn gets -2/-2 as long as black is the most common color among all permanents or is tied for most common.

Grave Defiler U, 3B, Creature - Zombie, 2/1. When Grave Defiler comes into play, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library 1B: Regenerate Grave Defiler.

Gravedigger 7th/OD C, 3B, Creature - Zombie, 2/2. When Gravedigger comes into play, you may re turn target creature card from your grave-

Gravegouger C, 2B, Creature - Nightmare Horror, 2/2. When Gravegouger comes into play, remove up to two target cards in a single graveyard from the game. When Graveg-ouger leaves play, return the removed cards to their owner's graveyard.

Gravestorm R, BBB, Enchantment. At the beginning of your upkeep, target opponent may remove a card in his or her graveyard from the game. If that player doesn't, you may draw a card.

Greed 7th R, 3B, Enchantment, B, Pay 2 life: Draw a card

Grotesque Hybrid U, 4B, Creature - Zombie, 3/3. Whenever Grotesque Hybrid deals combat damage to a creature, destroy that creature. It can't be regenerated. Discard a card from your hand: Grotesque Hybrid gains flying and protection from green and from white until end of turn.

Hate Weaver U, 1B, Creature - Wizard, 2/1. 2: Target blue or red creature gets +1/+0 until end of turn

Haunting Echoes R, 3BB, Sorcery. Remove all cards in target player's graveyard other than basic land cards from the game. Search that player's library for all cards with the same name as cards removed this way and re-move them from the game. Then that player shuffles his or her library.

Hint of Insanity OD R, 2B, Sorcery. Target player reveals his or her hand. That player discards from it all nonland cards with the same name as another card in his or her hand.

Hollow Dogs C, 4B, Creature - Hound, 3/3. Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn

Howl from Beyond C, XB, Instant. Target creature gets +X/+0 until end of turn.

Hypnotic Cloud C, 1B, Sorcery. Kicker 4. Target player discards a card from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead

R, 8BBB, Creature - Nightmare Horror, 8/8. Flying. When Hypnox comes into play, if you played it from your hand, remove all cards in target opponent's hand from the game. When Hypnox leaves play, return the removed cards to their owner's hand.

Ichorid R, 3B, Creature - Horror, 3/1. Haste. At end of turn, sacrifice Ichorid. At the beginning of your upkeep, if Ichorid is in your gravevard, you may remove a black creature card in your graveyard other than Ichorid from the game. If you do, return Ichorid to play.

Infected Vermin

U, 2B, Creature - Rat, 1/1. 2B: Infected Vermin deals 1 damage to each creature and each player. Threshold - 3B: Infected Vermin deals 3 damage to each creature and each player. Infernal Contract

R, BBB, Sorcery. Draw four cards. You lose half your life, rounded up.

Innocent Blood C, B, Sorcery. Each player sacrifices a Insidious Dreams

R, 3B, Instant. As an additional cost to play Insidious Dreams, discard X cards from your hand. Search your library for X cards. Then shuffle your library and put those cards on top of it in any order.

Laquatus's Champion R, 4BB, Creature - Nightmare Horror, 6/3. When Laquatus's Champion comes into play, target player loses 6 life. When Laquatus's Champion leaves play, that player gains 6 life. B: Regenerate Laquatus's Champion Last Caress

C, 2B, Sorcery. Target player loses 1 life and you gain 1 life. Draw a card. Last Laugh R, 2BB, Enchantment. Whenever a permanent other than Last Laugh is put into a graveyard from play, Last Laugh deals 1 damage to each creature and each player. When no creatures are in play, sacrifice

Last Laugh. Last Rites C, 2B, Sorcery. Discard any number of cards from your hand. Target player reveals his or her hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.

Leshrac's Rite U, B, Enchant Creature. Enchanted creature has swampwalk

Looming Shade C, 2B, Creature - Shade, 1/1. B: Looming Shade gets +1/+1 until end of turn.

Lord of the Undead PS R, 1BB, Creature - Lord, 2/2. All Zombies get +1/+1. 1B, ➡: Return target Zombie card from your graveyard to your hand.

Maggot Carrier C, B, Creature - Zombie, 1/1. When Mag-got Carrier comes into play, each player Inses 1 life

Malevolent Awakening OD U. 1BB, Enchantment, 1BB, Sacrifice a creature: Return target creature card from your gravevard to your hand.

Marauding Knight R, 2BB, Creature - Knight, 2/2. Protection from white. Marauding Knight gets +1/+1 for each plains your opponents control.

Mearim U, 2B, Enchantment. Whenever an opponent discards a card from his or her hand. Megrim deals 2 damage to that player. Mesmeric Fiend

C, 1B, Creature - Nightmare Horror, 1/1. When Mesmeric Fiend comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game. When Mesmeric Fiend leaves play, return the re-moved card to its owner's hand.

Mind Burst C, 1B, Sorcery. Target player discards X cards from his or her hand, where X is one plus the number of cards named Mind Burst in all graveyards.

Mind Extraction C, 2B, Sorcery. As an additional cost to play Mind Extraction, sacrifice a creature. Target player reveals his or her hand and discards all cards of each of the sacrificed creature's colors from it

Mind Rot C, 2B, Sorcery. Target player discards two cards from his or her hand.

Mind Sludge U, 4B, Sorcery. Target player discards a card from his or her hand for each swamp you control. Mindslicer R, 2BB, Creature - Horror, 4/3. When

Mindslicer is put into a gravevard from play, each player discards his or her hand. Morbid Hunger O C, 4BB, Sorcery. Morbid Hunger deals 3 OD damage to target creature or player. You gain 3 life. Flashback 7BB.

SCRYE

Morgue Theft C, 1B, Sorcery. Return target creature card from your graveyard to your hand. Flashback 4B. Morgue Toad

C, 2B, Creature - Toad, 2/2, Sacrifice

Morgue Toad: Add UR to your mana pool. Mortal Combat R, 2BB, Enchantment. At the beginning of your upkeep, if twenty or more creature cards are in your graveyard, you win the game. Mortiphobia

U, 1BB, Enchantment. 1B, Discard a card from your hand: Remove target card in a graveyard from the game. 1B, Sacrifice Mortiphobia: Remove target card in a graveyard from the game. Mortivore

R, 2BB, Creature - Lhurgoyf, */*. Mortivore's power and toughness are each equal to the number of creature cards in all gravevards. B: Regenerate Mortivore.

Mournful Zombie C, 2B, Creature - Zombie, 2/1. W, →: Target player gains 1 life.

Mourning C, 1B, Enchant Creature. Enchanted creature gets -2/-0. B: Return Mourning to its owner's hand. Mutilate

R. 2BB, Sorcery. All creatures get -1/-1 until end of turn for each swamp you control. Nantuko Shade R. BB. Creature - Insect Shade, 2/1, B Nantuko Shade gets +1/+1 until end of turn. Nausea C, 1B, Sorcery. All creatures get -1/-1 until end of turn.

Necra Disciple C, B, Creature - Wizard, 1/1. G, -: Add one mana of any color to your mana pool. W, -: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Necra Sanctuary U, 2B, Enchantment. At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green permanent and a white permanent, that player loses 3 life instead.

Necravolver R, 2B, Creature - Volver, 2/2. Kicker 1G and/or W. If you paid the 1G kicker cost, Necravolver comes into play with two +1/+1 counters on it and with trample. If you paid the W kicker cost. Necravolver comes into play with a +1/+1 counter on it and with "Whenever Necravolver deals damage, you gain that much life.

Necrologia 7th U, 3BB, Instant. Play Necrologia only during your end of turn step. As an additional cost to play Necrologia, pay any amount of life. Draw cards equal to the life paid this way

Nefarious Lich R, BBBB, Enchantment. If you would be dealt damage, remove that many cards in your graveyard from the game instead. If you can't, you lose the game. If you would gain life, draw that many cards instead. When Nefarious Lich leaves play, you lose the game.

Nightmare R, 5B, Creature - Nightmare, */*. Flying. Nightmare's power and toughness are each equal to the number of swamps you control. Nightscape Apprentice C, B, Creature - Wizard, 1/1. U, →: Put target creature you control on top of its owner's library. R. →: Target creature gains first strike until end of turn

Nightscape Battlemage PS U. 2B. Creature - Wizard, 2/2, Kicker 2U and/or 2R. When Nightscape Battlemage comes into play, if you paid the 2U kicker cost, return up to two target nonblack creatures to their owners' hands. When Nightscape Battlemage comes into play, if you paid the 2R kicker cost, destroy target land.

Nightscape Familiar C, 1B, Creature - Zombie, 1/1. Blue spells and red spells you play cost 1 less to play. 1B: Regenerate Nightscape Familiar.

Nightscape Master R, 2BB, Creature - Wizard, 2/2. UU, =: Return target creature to its owner's hand. RR. . Nightscape Master deals 2 damage to target creature

Nocturnal Raid U. 2BB. Instant, Black creatures get +2/+0 until end of turn.

Noxious Vapors U, 1BB, Sorcery. Each player reveals his or her hand and chooses one card of each color from it, then discards all other nonland cards from it.

Oppression R, 1BB, Enchantment. Whenever a player plays a spell, that player discards a card from his or her hand.

Organ Grinder C, 2B, Creature - Zombie, 3/1. →, Re move three cards in your graveyard from the game: Target player loses 3 life. Ostracize

C, B, Sorcery. Target opponent reveals his or her hand. Choose a creature card from it. That player discards that card. Overeager Apprentice

C, 2B, Creature - Minion, 1/2. Discard a card from your hand, Sacrifice Overeager Apprentice: Add BBB to your mana pool Painbringer

U, 2BB, Creature - Minion, 1/1. → Remove any number of cards in your graveyard from the game: Target creature gets -X/-X until end of turn, where X is the number of cards removed this way. Patriarch's Desire

C, 3B, Enchant Creature. Enchanted creature gets +2/-2. Threshold - Enchanted creature gets an additional +2/-2. Persecute

R, 2BB, Sorcery. Choose a color. Target player reveals his or her hand and discards all cards of that color from it.

Phyrexian Arena R. 1BB. Enchantment. At the beginning of your upkeep, you draw a card and you lose

Phyrexian Battleflies C, B, Creature - Insect, 0/1. Flying. B: Phyrexian Battleflies gets +1/+0 until end of turn. This ability may be played no more than twice each turn.

Phyrexian Bloodstock C. 4B. Creature - Zombie, 3/3, When Phyrexian Bloodstock leaves play, destroy target white creature. It can't be regenerated

Phyrexian Delver R, 3BB, Creature - Zombie, 3/2. When Phyrexian Delver comes into play, return target creature card from your grayevard to You lose life equal to that card's converted mana cost.

Phyrexian Gargantua U, 4BB, Creature - Horror, 4/4. When Phyrexian Gargantua comes into play, you draw two cards and you lose 2 life.

Phyrexian Infiltrator R, 2B, Creature - Minion, 2/2. 2UU: Exchange control of Phyrexian Infiltrator and target creature Phyrexian Rager

C, 2B, Creature - Horror, 2/2. When Phyrexian Rager comes into play, you draw a card and you lose 1 life. Phyrexian Reaper

C. 4B. Creature - Zombie. 3/3. Whenever Phyrexian Reaper becomes blocked by a green creature, destroy that creature. It can't be regenerated.

Phyrexian Scuta R, 3B, Creature - Zombie, 3/3. Kicker -Pay 3 life. If you paid the kicker cost, Phyrexian Scuta comes into play with two +1/+1 counters on it.

Phyrexian Slaver C, 3B, Creature - Minion, 2/2. Flying Whenever Phyrexian Slayer becomes blocked by a white creature, destroy that creature. It can't be regenerated.

Plague Beetle 7tl C, B, Creature - Insect, 1/1. Swampwalk Plaque Spitter U, 2B, Creature - Horror, 2/2. At the beginning of your upkeep, Plague Spitter deals 1 damage to each creature and each player. When Plague Spitter is put into a gravevard from play. Plague Spitter deals 1 mage to each creature and each player

Planar Despair AP R, 3BB, Sorcery. All creatures get -1/-1 until end of turn for each basic land type among lands you control.

Planeswalker's Scorn R, 2B, Enchantment. 3B: Target opponent reveals a card at random in his or her hand. Target creature gets -X/-X until end of turn, where X is the revealed card's converted mana cost. Play this ability only any time you could play a sorcery.

Psychotic Haze C, 2BB, Instant. Psychotic Haze deals 1 damage to each creature and each player. Madness 1B

Putrid Imp C, B, Creature - Zombie Imp, 1/1. Discard a card from your hand: Putrid Imp gains flying until end of turn. Threshold - Putrid Imp gets +1/+1 and can't block.

Quagmire Druid C, 2B, Creature - Zombie Druid, 2/2. G,

→, Sacrifice a creature: Destroy target enchantment.

Rag Man R, 2BB, Creature - Minion, 2/1. BBB, Target opponent reveals his or her hand and discards a creature card at random from it Play this ability only during your turn.

Raise Dead C, B, Sorcery. Return target creature card from your graveyard to your hand.

Rancid Earth C, 1BB, Sorcery. Destroy target land.
Threshold - Instead destroy that land and
Rancid Earth deals 1 damage to each creature and each player.

Pavenous Pats C, 1B, Creature - Rat, 1/1. When Raven ous Rats comes into play, target opponent discards a card from his or her hand. Razortooth Rats

C, 2B, Creature - Rat, 2/1. Razortooth Rats can't be blocked except by artifact creatures and/or black creatures. Reckless Spite

U, 1BB, Instant. Destroy two target non black creatures. You lose 5 life. Recover

C, 2B, Sorcery. Return target creature card from your graveyard to your hand. Draw a card. Repentant Vampire

R, 3BB, Creature - Vampire, 3/3. Flying. Whenever a creature dealt damage by Repentant Vampire this turn is put into a grave vard, put a +1/+1 counter on Repentant Vampire. Threshold - Repentant Vampire is white and has " Destroy target black creature."

Reprocess R, 2BB, Sorcery. Sacrifice any number of artifacts, creatures, and/or lands. Draw a card for each permanent sacrificed this way.

Restless Dreams C, B, Sorcery. As an additional cost to play Restless Dreams, discard X cards from your hand. Return X target creature cards from your graveyard to your hand.

Revenant R, 4B, Creature - Spirit, */*. Flying. Revenant's power and toughness are each equal to the number of creature cards in your graveyard.

Rotting Giant U, 1B, Creature - Zombie Giant, 3/3. Whenever Rotting Giant attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game.

Sadistic Hypnotist U, 3BB, Creature - Minion, 2/2. Sacrifice a creature: Target player discards two cards from his or her hand. Play this ability only any time you could play a sorcery.

Scathe Zombies C, 2B, Creature - Zombie, 2/2 Scavenged Weaponry

C, 2B, Enchant Creature. When Scavenged Weaponry comes into play, draw a card. Enchanted creature gets +1/+1. Screams of the Damned OD

U, 3BB, Enchantment. 1B, Remove a card in your graveyard from the game: Screams of the Damned deals 1 damage to each creature and each player.

Sengir Vampire R, 3BB, Creature - Vampire, 4/4. Flying. Whenever a creature dealt damage by Sengir Vampire this turn is put into a graveyard, put a +1/+1 counter on Sengir Vampire. Serpent Warrior

C, 2B, Creature - Soldier, 3/3. When Serpent Warrior comes into play, you lose 3 life. Shade's Form C. 1BB, Enchant Creature, Enchanted creature has "B: This creature gets +1/+1 until end of turn." When enchanted creature is put into a graveyard, return that

creature to play under your control. Shambling Swarm R, 1BBB, Creature - Horror, 3/3. When Shambling Swarm is put into a gravevard from play, distribute three -1/-1 counters among one, two, or three target creatures

Remove those counters at end of turn. Shriek of Dread C, 1B, Instant. Target creature can't be blocked this turn except by artifact creatures and/or black creatures.

Sickening Dreams U, 1B, Sorcery. As an additional cost to play Sickening Dreams, discard X cards from your hand. Sickening Dreams deals X damage to each creature and each player.

Sinister Strength C, 1B, Enchant Creature. Enchanted creature gets +3/+1 and is black.

Skeletal Scrying U, XB, Instant. As an additional cost to play Skeletal Scrying, remove X cards in your graveyard from the game. You draw X cards and you lose X life.

Skull Fracture U, B, Sorcery. Target player discards a card from his or her hand. Flashback 3B. PS

U, 2B, Instant. Destroy target green creature. It can't be regenerated. Draw a card.

Slithery Stalker U, 1BB, Creature - Nightmare Horror, 1/1. ampwalk, When Slithery Stalker comes into play, remove target green or white creature an opponent controls from the game. When Slithery Stalker leaves play, return the removed card to play under its owner's control Soul Burn C, X2B, Sorcery. Spend only black and/or red mana on X. Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of B spent on X, the play er's life total before Soul Burn dealt dam age, or the creature's toughness. Soul Feast U, 3BB, Sorcery. Target player loses 4 life and you gain 4 life. Soul Scourge Creature - Nightmare Horror, 3/2. Flying, When Soul Scourge comes into play, target player loses 3 life. When Soul Scourge leaves play, that player gains 3 life. Spineless Thug 7th C, 1B, Creature - Mercenary, 2/2. Spine-less Thug can't block. Spreading Plaque 4B, Enchantment. Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated. Stalking Bloodsucker R, 4BB, Creature - Vampire, 4/4. Flying.

1B, Discard a card from your hand: Stalking Bloodsucker gets +2/+2 until end of turn. Strands of Night U, 2BB, Enchantment. BB, Pay 2 life, Sacrifice a swamp: Return target creature card from your graveyard to play. Strength of Lunacy U. 1B. Enchant Creature. Enchanted creature gets +2/+1 and has protection from white. Madness B Stronghold Assassin

R, 1BB, Creature - Assassin, 2/1. →, Sacrifice a creature: Destroy target nonblack creature

Suppress U. 2B. Sorcery. Target player removes all cards in his or her hand from the game face down. At the end of that player's next turn, that player returns those cards to his

Tainted Æther R, 2BB, Enchantment. Whenever a creature comes into play, its controller sacrifices a creature or land.

Tainted Pact OD R, 1B, Instant. Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.

Tainted Well C, 2B, Enchant Land. When Tainted Well comes into play, draw a card. Enchanted

Tombfire R, B, Sorcery. Target player removes all cards with flashback in his or her gravevard from the game.

Traveling Plague OE R, 3BB, Enchant Creature. At the beginning of each player's unkeen, put a plaque counte eling Plague. Enchanted creature gets -1/-1 for each plague counter on Traveling Plaque. When enchanted creature leaves play. Plague from its owner's graveyard to play

Trench Wurm U, 3B, Creature - Wurm, 3/3. 2R, -: Destroy target nonbasic land. Tsabo's Assassin

R, 2BB, Creature - Assassin, 1/1. -: Destroy target creature if it shares a color with the most common color among all permanents or the color tied for most common. A creature destroyed this way can't be regenerated.

Tsabo's Decree R. 5B. Instant. Choose a creature type. Target player reveals his or her hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated. Twilight's Call

R, 4BB, Sorcery. You may play Twilight's Call any time you could play an instant if you pay 2 more to play it. Each player re-turns all creature cards from his or her graveyard to play.

Unhinge C, 2B, Sorcery. Target player discards a card from his or her hand. Draw a card.

Unholy Strength 7th C, B, Enchant Creature. Enchanted creature gets +2/+1.

Urborg Emissary IN U, 2B, Creature - Wizard, 3/1. Kicker 1U. When Urborg Emissary comes into play, if you paid the kicker cost, return target permanent to its owner's hand

Urborg Phantom C, 2B, Creature - Minion, 3/1. Urborg Phantom can't block. U: Prevent all combat damage that would be dealt to and dealt by Urborg Phantom this turn. Urborg Shambler

U, 2BB, Creature - Horror, 4/3. All other black creatures get -1/-1. Urborg Skeleton

C, B, Creature - Skeleton, 0/1. Kicker 3.
B: Regenerate Urborg Skeleton. If you paid the kicker cost, Urborg Skeleton comes into play with a +1/+1 counter on it. Urborg Uprising 4B, Sorcery. Return up to two targe creature cards from your graveyard to your

hand Draw a card Volcano Imp C, 3B, Creature - Imp, 2/2, Flying, 1R: Volcano Imp gains first strike until end of turn. Wall of Bone 7th U, 2B, Creature - Wall, 1/4, B: Regenerate Wall of Bone.

Warped Devotion U. 2B. Enchantment. Whenever a permanent is returned to a player's hand, that player discards a card from his or her hand. Waste Away

C, 4B, Instant. As an additional cost to play Waste Away, discard a card from your hand. Target creature gets -5/-5 until end Western Paladin

R, 2BB, Creature - Knight, 3/3. BB, Destroy target white creature. Whispering Shade C, 3B, Creature - Shade, 1/1. Swamp-walk. B: Whispering Shade gets +1/+1 until end of turn.

Yawgmoth's Agenda R, 3BB, Enchantment. Play no more than one spell each turn. You may play cards in your graveyard as though they were in your hand. If a card would be put into your graveyard from anywhere, remove it from the game instead.

Yawgmoth's Edict U, 1B, Enchantment. Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life

Zombie Assassin C, 4B, Creature - Zombie Assassin, 3/2. Remove two cards in your graveyard and Zombie Assassin from the game: Destroy target nonblack creature. It can't be

Zombie Boa C, 4B, Creature - Zombie Snake, 3/3. 1B: Choose a color. Whenever Zombie Boa be comes blocked by a creature of that color this turn, destroy that creature. Play this ability only any time you could play a sorcerv.

Zombie Cannibal C, B, Creature - Zombie, 1/1. Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Zombie Infestation OD U, 1B, Enchantment. Discard two cards from your hand: Put a 2/2 black Zombie creature token into play.

Zombie Trailblazer U, BBB, Creature - Zombie, 2/2. Tap an untapped Zombie you control: Target land becomes a swamp until end of turn. Tap an untapped Zombie you control: Target creature gains swampwalk until end of turn.

Zombify U. 3B. Sorcery. Return target creature card from your graveyard to play.



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Aboshan, Cephalid Emperor OD R, 4UU, Creature - Cephalid Legend, 3/3, Tap an untapped Cephalid you control: Tap target permanent. UUU: Tap all creatures

Aboshan's Desire C, U, Enchant Creature. Enchanted creature has flying. Threshold - Enchanted creature can't be the target of spells or abilities. Æther Burst

C, 1U, Instant. Return up to X target creatures to their owners' hands, where X is one plus the number of cards named Æther Burst in all graveyards as you play Æther Burst. Air Elementai

U, 3UU, Creature - Elemental, 4/4. Flying Ailied Strategies U, 4U, Sorcery. Target player draws a card for each basic land type among lands he or she controls Alter Reality

R, 1U, Instant. Change the text of target permanent or spell by replacing all instances of one color word with another. Flashback 1U Ambassador Laquatus

R, 1UU, Creature - Merfolk Legend, 1/3. 3: Target player puts the top three cards of his or her library into his or her graveyard. Amugaba OD

R, 5UU, Creature - Illusion, 6/6. Flying. 2U, Discard a card from your hand: Return Amugaha to its owner's hand Ancestral Memories

R, 2UUU, Sorcery. Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard. Aquamoeba

C. 1U. Creature - Beast, 1/3, Discard a card from your hand: Switch Aquamoeba's power and toughness until end of turn. Arcane Laboratory

play more than one spell each turn. Archivist 7th R, 2UU, Creature - Wizard, 1/1. -: Draw a card.

Arctic Merfolk

C, 1U, Creature - Merfolk, 1/1. Kicker Return a creature you control to its owner's hand. If you paid the kicker cost, Arctic Merfolk comes into play with a +1/+1 counter on it. Aura Graft

U, 1U, Instant. Gain control of target enchantment that's enchanting a permanent. Move that enchantment to another permanent it can enchant.

Aven Fisher C, 3U, Creature - Bird Soldier, 2/2. Flying. When Aven Fisher is put into a graveyard from play, you may draw a card.

Aven Smokeweaver U. 2UU. Creature - Bird Soldier, 2/3, Flying, protection from red

Aven Windreader C, 3UU, Creature - Bird Soldier Wizard, 3/3. Flying. 1U: Target player reveals the top card of his or her library. Baleful Stare

U, 2U, Sorcery. Target opponent reveals his or her hand. You draw a card for each mountain and red card in it. **Balshan Beguiler**

U, 2U, Creature - Wizard, 1/1. Whenever Balshan Beguiler deals combat damage to a player, that player reveals the top two cards of his or her library. You choose one of those cards and put it into his or her gravevard Raishan Collaborator

U, 3U, Creature - Bird Soldier, 2/2. Flying. B: Balshan Collaborator gets +1/+1 until end of turn.

Balshan Griffin U, 3UU, Creature - Griffin, 3/2. Flying. 1U, Discard a card from your hand: Return Balshan Griffin to its owner's hand. Bamboozle

U, 2U, Sorcery. Target player reveals the top four cards of his or her library. You choose two of those cards and put them into his or her graveyard. Put the rest on top of his or her library in any order.

Barrin's Unmaking C, 1U, Instant. Return target permanent to its owner's hand if that permanent shares a color with the most common color among all permanents or the color tied for most

Battle of Wits R, 3UU, Enchantment. At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game. **Benthic Behemoth** R, 5UUU, Creature - Serpent, 7/6. Island-

walk Blind Seer R, 2UU, Creature - Legend, 3/3. 1U: Target spell or permanent becomes the color of your choice until end of turn

Boomerang 7th C, UU, Instant. Return target permanent to its owner's hand

Breaking Wave untap all tapped creatures and tap all untapped creatures.

the rest from it.

Careful Study

R, 2UU, Sorcery. You may play Breaking Wave any time you could play an instant if you pay 2 more to play it. Simultaneously Breakthrough

C, U, Sorcery. Draw two cards, then dis-

C, 4U, Creature - Cephalid, 3/3. Whenev-

er Cephalid Aristocrat becomes the target

of a spell or ability, put the top two cards

of your library into your graveyard.

Cephalid Broker

card two cards from your hand.

Cenhalid Aristocrat

U, XU, Sorcery. Draw four cards, then choose X cards in your hand and discard

Concentrate U, 2UU, Sorcery. Draw three cards. Confiscate U, 4UU, Enchant Permanent. You control enchanted permanent. Confound C, 1U, Instant. Counter target spell that targets one or more creatures. Draw a card.

C, 1U, Creature - Merfolk, 2/1 Coral Net TR C, U, Enchant Creature. Coral Net can enchant only a green or white creature. Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you discard a card from your hand. Counterspell C, UU, Instant. Counter target spell.

Crystal Spray 3U, Creature - Cephalid, 2/2. →: Tar R, 2U, Instant. Change the text of target get player draws two cards, then discards two cards from his or her hand. spell or permanent by replacing all instances of one color word or basic land type with another until end of turn. Draw a card. Cephalid Illusionist U, 1U, Creature - Cephalid Wizard, 1/1. **Cultural Exchange**

Deep Analysis

spell with a single target.

play, you lose 10 life.

Dematerialize

Distorting Wake

Disrupt

Draw a card

Divert

Drainu's Pet

Dream Thrush

Dreamwinder

Empress Galina

end of turn.

permanent

Equilibrium

Ertai's Trickery

Escape Artist

Escape Routes

Essence Leak

owner's hand.

Deflection

C, 3U, Sorcery. Target player draws two cards. Flashback - 1U, Pay 3 life.

R, 3U, Instant. Change the target of target

Deluge OD U, 2U, Instant. Tap all creatures without flying.

Delusions of Mediocrity 7th

R, 3U, Enchantment. When Delusions of Mediocrity comes into play, you gain 10 life. When Delusions of Mediocrity leaves

C, 3U, Sorcery. Return target permanent to its owner's hand. Flashback 5UU.

U, U, Instant. Counter target instant or

sorcery spell unless its controller pays 1.

R, XUUU, Sorcery. Return X target non-

land permanents to their owners' hands

R, U, Instant. Change the target of target

spell with a single target unless that spell's controller pays 2.

R, 1UU, Creature - Shapeshifter, 2/2. Kicker - 2B. Discard a creature card from

Dralnu's Pet has flying and comes into play

with X +1/+1 counters on it, where X is the

your hand. If you paid the kicker cost.

discarded card's converted mana cost.

C, 1U, Creature - Bird, 1/1. Flying.

Target land's type becomes the basic land type of your choice until end of turn.

C, 3U, Creature - Serpent, 4/3.
Dreamwinder can't attack unless defending

player controls an island. U. Sacrifice an is

R, 3UU, Creature - Legend, 1/3. UU, -: Gain control of target Legend or legendary

R, 1UU, Enchantment. Whenever you play

a creature spell, you may pay 1. If you do return target creature to its owner's hand.

U, U, Instant. Counter target spell if a kick-er cost was paid for it.

C, 1U, Creature - Wizard, 1/1. Escape Artist is unblockable. U, Discard a card from your

hand: Return Escape Artist to its owner's hand.

C, 2U, Enchantment. 2U: Return target

white or black creature you control to its

U, U, Enchant Permanent. If enchanted permanent is red or green, it has "At the

beginning of your unkeep, sacrifice this

Evacuation 7
R, 3UU, Instant. Return all creatures to

permanent unless you pay its mana cost."

Target land becomes an island until

Coral Merfolk

never Cephalid Illusionist becomes the R, 4UU, Sorcery. Choose any number of creatures target player controls. Choose target of a spell or ability, put the top three cards of your library into your graveyard.

2U, : This turn prevent all combat damage that would be dealt to and dealt by tarthe same number of creatures another target player controls. Those players exget creature you control change control of those creatures. Daring Apprentice Cephalid Looter R, 1UU, Creature - Wizard, 1/1. -, Sacrifice Daning Apprentice: Counter target spell.

C, 2U, Creature - Cephalid, 2/1. →: Target player draws a card, then discards a card from his or her hand. Cephalid Retainer OD

R, 2UU, Creature - Cephalid, 2/3. UU: Tap target creature without flying. Cephalid Sage

U, 3U, Creature - Cephalid, 2/3. Threshold - When Cephalid Sage comes into play, draw three cards, then discard two cards from your hand.

Cephalid Scout C, 1U, Creature - Cephalid Wizard, 1/1. Flying. 2U, Sacrifice a land: Draw a card. Cephalid Shrine

100, Enchantment, Whenever a pla plays a spell, counter that spell unless that player pays X, where X is the number of cards in all graveyards with the same name as the spell.

Cenhalid Snitch C, 1U, Creature - Cephalid Wizard, 1/1. Sacrifice Cephalid Snitch: Target creature loses protection from black until end of turn Cephalid Vandai

R. 1U. Creature - Cenhalid, 1/1, At the beginning of your upkeep, put a shred counter on Cephalid Vandal. Then put the top card of your library into your graveyard for each shred counter on Cephalid Vandal. Ceta Disciple

C, U, Creature - Wizard, 1/1. R, →: Target creature gets +2/+0 until end of turn. G, → Add one mana of any color to your mana

Ceta Sanctuary U, 2U, Enchantment. At the beginning of your upkeep, if you control a red or green permanent, draw a card, then discard a card from your hand. If you control a red permanent and a green permanent, instead draw two cards, then discard a card from

Cetavolver R, 1U, Creature - Volver, 1/1. Kicker 1R and/or G. If you paid the 1R kicker cost, Cetavolver comes into play with two +1/+1 counters on it and with first strike. If you paid the G kicker cost, Cetavolver comes into play with a +1/+1 counter on it and with trample

Chamber of Manipulation OD U, 2UU, Enchant Land. Enchanted land has ">, Discard a card from your hand: Gain control of target creature until end of turn."

Churning Eddy C, 3U, Sorcery. Return target creature and target land to their owners' hands. Circular Logic

U, 2U, Instant. Counter target spell unless its controller pays 1 for each card in your gravevard, Madness U.

Coastal Drake C, 2U, Creature - Drake, 2/1. Flying. 1U, . Return target Kavu to its owner's hand. Cognivore

R, 6UU, Creature - Lhurgoyf, */*. Flying. Cognivore's power and toughness are equal to the number of instant cards in all graveyards. Collective Restraint

R, 3U, Enchantment. Creatures can't attack you unless their controller pays X for each creature attacking you, where X is the number of basic land types among lands you control. Compulsion

Compulsion: Draw a card

SCRYE

Evasive Action U. 1U. Instant, Counter target spell unless U. 1U. Enchantment, 1U. Discard a card its controller pays 1 for each basic land from your hand: Draw a card. 1U, Sacrifice type among lands you control.

C, 2U, Instant. Counter target creature Extract R, U, Sorcery. Search target player's library for a card and remove that card from the game. Then that player shuffles his or **Fact or Fiction** U, 3U, Instant. Reveal the top five cards of

your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard. Faerie Squadron C, U, Creature - Faerie, 1/1, Kicker 311 If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and with flying.

Faise Memories R, 1U, Instant. Put the top seven cards of your library into your graveyard. At end of turn, remove seven cards in your gravevard from the game. **Fervent Denial**

U, 3UU, Instant. Counter target spell. Flashback 5UU Fighting Drake

U, 2UU, Creature - Drake, 2/4. Flying Fleeting Image R, 2U, Creature - Illusion, 2/1. Flying. 1U Return Fleeting Image to its owner's hand. Flight

C, U, Enchant Creature. Enchanted creature has flying. Force Spike

C, U, Instant. Counter target spell unless its controller pays 1. Gainsay

U, 1U, Instant. Counter target blue spell **Ghostly Wings** C. 1U. Enchant Creature, Enchanted creature gets +1/+1 and has flying. Discard a card from your hand: Return enchanted

creature to its owner's hand. Glant Octopus C. 3U. Creature - Octobus, 3/3 Giaciai Wall 7th U, 2U, Creature - Wall, 0/7 Hibernation

7th U, 2U, Instant. Return all green perma nents to their owners' hands. Horned Turtle

C, 2U, Creature - Turtle, 1/4 **Hunting Drake** C, 4U, Creature - Drake, 2/2. Flying. When Hunting Drake comes into play, put

target red or green creature on top of its owner's library. Hydromorph Guardian C, 2U, Creature - Guardian, 2/2. U, Sacri-

fice Hydromorph Guardian: Counter target spell that targets one or more creatures you control. Hydromorph Gull

U, 3UU, Creature - Bird Guardian, 3/3. Flying. U, Sacrifice Hydromorph Gull: Counter target spell that targets one or more creatures you control Ice Cave

R, 3UU, Enchantment. Whenever a player plays a spell, any other player may pay that spell's mana cost. If a player does, counter the spell. Immobilizing Ink

C, 1U, Enchant Creature. Enchanted creature doesn't untap during its controller's untap step. Enchanted creature has "1. Discard a card from your hand: Untap this creature Index

C. U. Sorcery. Look at the top five cards of your library, then put them back in any order. Inspiration 7th C. 3U. Instant. Target player draws two

Jaded Response C, 1U, Instant. Counter target spell if it shares a color with a creature you control C, 1U, Instant. Kicker 1R. Return target

creature to its owner's hand. If you paid the kicker cost, Jilt deals 2 damage to another target creature. Laquatus's Creativity

U, 4U, Sorcery. Target player draws cards equal to the number of cards in his or her hand, then discards that many cards from it. Levitation U, 2UU, Enchantment. Creatures you control have flying.

Liquify C, 2U, Instant. Counter target spell with converted mana cost 3 or less. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard. AP

Living Airship C, 3U, Creature - Ship, 2/3. Flying. 2G: Regenerate Living Airship.







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Llawan, Cephalid Empress TR R, 3U, Creature - Cephalid Legend, 2/3. When Llawan, Cephalid Empress comes into play, return all blue creatures your oppo-nents control to their owners' hands. Your opponents can't play blue creature spells. Lord of Atlantis 7th

R, UU, Creature - Lord, 2/2. All Merfolk

get +1/+1 and have islandwalk. Mahamoti Djinn R, 4UU, Creature - Djinn, 5/6. Flying

Mana Breach 7th U, 2U, Enchantment. Whenever a player plays a spell, that player returns a land he or she controls to its owner's hand.

Mana Maze R. 1U. Enchantment. Players can't play spells that share a color with the spell last played this turn.

Mana Short R, 2U, Instant. Tap all lands target player controls and empty his or her mana pool. Manipulate Fate U, 1U, Sorcery. Search your library for three cards, remove them from the game,

then shuffle your library. Draw a card. Mawcor

R, 3UU, Creature - Beast, 3/3. Flying. -Mawcor deals 1 damage to target creature or player. Memory Lapse

C, 1U, Instant. Counter target spell. If you do, put it on top of its owner's library instead of into that player's graveyard

Merfolk Looter U, 1U, Creature - Merfolk, 1/1. -: Draw a card, then discard a card from your hand Merfolk of the Pearl Trident 7th C, U, Creature - Merfolk, 1/1

Metathran Aerostat R, 2UU, Creature - Ship, 2/2. Flying. XU: You may out a creature card with converted mana cost X from your hand into play. If you do, re-turn Metathran Aerostat to its owner's hand. Metathran Transport

U, 1UU, Creature - Ship, 1/3. Flying. Metathran Transport can't be blocked by blue creatures. U: Target creature becomes blue until end of turn. Metathran Zombie

C, 1U, Creature - Zombie, 1/1. B: Regenerate Metathran Zombie. Obsessive Search

C, U, Instant. Draw a card. Madness U Opportunity 7th U, 4UU, Instant. Target player draws four

R, 2UU, Enchantment, Tap an untapped ature you control: Tap target artifact, creature you contr creature, or land.

C, U, Instant. Look at the top card of your library. You may put that card on the bot-

tom of your library. Draw a card. Patron Wizard

R, UUU, Creature - Wizard, 2/2. Tap an untapped Wizard you control: Counter target spell unless its controller pays 1. Pedantic Learning

R. UU. Enchantment. Whenever a land card is put into your graveyard from your library, you may pay 1. If you do, draw a card,

C, U, Instant. Look at target player's hand. Draw a card. Persuasion

R, 3UU, Enchant Creature. You control enchanted creature. **Phantasmal Terrain**

C, UU, Enchant Land. As Phantasmal Terrain comes into play, choose a basic land type. Enchanted land's type is the chosen type. **Phantom Warrior**

U, 1UU, Creature - Illusion, 2/2. Phantom Warrior is unblockable. **Phantom Whelp**

C, 1U, Creature - Hound, 2/2. When Phantom Whelp attacks or blocks, return it to its owner's hand at end of combat. Plagiarize

R, 3U, Instant. Until end of turn, if target player would draw a card, instead that player skips that draw and you draw a card.

Planar Overlay PS R, 20, Sorcery. Each player chooses a land he or she controls of each basic land type. Return those lands to their owners' hands. Planeswalker's Mischief PS

R, 2U, Enchantment. 3U: Target opponent reveals a card at random in his or her hand. If it's an instant or sorcery card, remove it from the game. As long as it remains removed from the game, you may play it as though it were in your hand with-out paying its mana cost. If it has X in its mana cost, X is 0. At end of turn, if you

haven't played it, return it to its owner's hand. Play this ability only any time you could play a sorcery. Possessed Aven

2UU, Creature - Bird Soldier Horror, 3/3. Flying. Threshold - Possessed Aven gets +1/+1, is black, and has "2B, ►: Destroy target blue creature." Predict

U, 1U, Instant. Name a card, then put the top card of target player's library into his or her gravevard. If that card is the named card, you draw two cards. Otherwise, you draw a card.

Prohe C, 2U, Sorcery. Kicker 1B. Draw three cards, then discard two cards from your hand. If you paid the kicker cost, target player discards two cards from his or her

Prodigal Sorcerer C, 2U, Creature - Wizard, 1/1. →: Prodigal Sorcerer deals 1 damage to target creature or player.

Prohibit C. 1U, Instant. Kicker 2. Counter target spell if its converted mana cost is 2 or less. If you paid the kicker cost, counter that spell if its converted mana cost is 4 or less instead.

Psionic Gift OD C, 1U, Enchant Creature. Enchanted creature has ">: This creature deals 1 damage to target creature or player."

Psychic Battle R. 3UU. Enchantment. Whenever a player chooses one or more targets, each player reveals the top card of his or her library. The player who reveals the card with the highest converted mana cost may change the target or targets. If two or more cards are tied for highest cost, the target or tar-gets remain unchanged. Changing targets this way doesn't trigger this ability

Pulsating Illusion U, 4U, Creature - Illusion, 0/1. Flying. Discard a card from your hand: Pulsating Illusion gets +4/+4 until end of turn. Play this ability only once each turn.

Puppeteer U, 2U, Creature - Wizard, 1/2. U, →: Tap or untap target creature. Rainhow Crow

U, 3U, Creature - Bird, 2/2. Flying. 1: Rainbow Crow becomes the color of your choice until end of turn. Reef Shaman

C. U. Creature - Merfolk, 0/2 - Target land's type becomes the basic land type of your choice until end of turn.

Remove Soul C, 1U, Instant. Counter target creature

Repel C, 3U, Instant. Put target creature on top of its owner's library. Repulse

C, 2U, Instant. Return target creature to its owner's hand. Draw a card. Retraced Image

R, U, Sorcery. Reveal a card in your hand, then put that card into play if it has the same name as a permanent in play. Rites of Refusal

C. 1U. Instant. Discard any number of cards from your hand. Counter target spell unless its controller pays 3 for each card discarded this way.

Rushing River C, 2U, Instant. Kicker - Sacrifice a land. Return target nonland permanent to its owner's hand. If you paid the kicker cost, return another target nonland permanent to its owner's hand.

C, 1U, Creature - Bird, 1/1. Flying. When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Sapphire Leech R, 1U, Creature - Leech, 2/2. Flying. Blue spells you play cost U more to play. Scrivener

C. 4U. Creature - Townsfolk, 2/2, When Scrivener comes into play, you may return target instant card from your graveyard to vour hand

Sea Monster C, 4UU, Creature - Serpent, 6/6. Sea Monster can't attack unless defending player controls an island. Sea Snidd

C, 4U, Creature - Beast, 3/3. →: Target land's type becomes the basic land type of your choice until end of turn.

Shifting Sky U, 2U, Enchantment. As Shifting Sky comes into play, choose a color. All nonland permanents are the chosen color

Shifty Doppelganger OD R, 2U, Creature - Shapeshifter, 1/1. 3U, Remove Shifty Doppelganger from the game: Put a creature card from your hand into play. That creature gains haste until end of turn. At end of turn, sacrifice that creature. If you do, return Shifty Doppelganger to play.

Shimmering Mirage AP C, 1U, Instant. Target land's type becomes the basic land type of your choice until end of turn. Draw a card.

Shimmering Wings C, U, Enchant Creature. Enchanted creature has flying. U: Return Shimmering Wings to its owner's hand.

Shoreline Raider C, 2U, Creature - Merfolk, 2/2. Protection from Kavu

Sisav's Ingenuity C, U, Enchant Creature. When Sisay's Ingenuity comes into play, draw a card. En-chanted creature has "2U: Target creature becomes the color of your choice until end of turn."

Sky Weaver U, 1U, Creature - Wizard, 2/1, 2: Target white or black creature gains flying until end of turn.

Skywing Aven C, 2U, Creature - Bird Soldier, 2/1. Flying. Discard a card from your hand: Return Skywing Aven to its owner's hand.

Sleeping Potion C, 1U, Enchant Creature. When Sleeping Potion comes into play, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. When enchanted creature becomes the target of a spell or ability, sacrifice Sleeping Potion Sleight of Hand

C, U, Sorcery. Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library Standstill OD

U, 1U, Enchantment. When a player plays a spell, sacrifice Standstill. If you do, each of that player's opponents draws three cards. Steal Artifact

U, 2UU, Enchant Artifact. You control enchanted artifact. Storm Crow C, 1U, Creature - Bird, 1/2. Flying

Stormscape Apprentice C. U. Creature - Wizard, 1/1, W. -: Tan target creature. B, →: Target player loses 1 life Stormscape Battlemage PS U, 2U, Creature - Wizard, 2/2. Kicker W and/or 2B. When Stormscape Battlemage

comes into play, if you paid the W kicker cost, you gain 3 life. When Stormscape Battlemage comes into play, if you paid the 2B kicker cost, destroy farget nonblack creature. That creature can't be regenerated.

Stormscape Familiar PS C, 1U, Creature - Bird, 1/1, Flying, White spells and black spells you play cost 1 less to play.

Stormscape Master R, 2UU, Creature - Wizard, 2/2. WW, -Target creature gains protection from the color of your choice until end of turn. BB, Target player loses 2 life and you gain 2 life. Stupefying Touch TR

U, 1U, Enchant Creature. When Stupefying Touch comes into play, draw a card. Enchanted creature's activated abilities can't be played. Sunken Hope

R, 3UU, Enchantment. At the beginning of each player's upkeep, that player returns a creature he or she controls to its owner's

Sway of Illusion U, 1U, Instant. Any number of target creatures become the color of your choice until end of turn. Draw a card.

Syncopate C, XU, Instant. Counter target spell unless its controller pays X. If that spell is countered this way, remove it from the game in-stead of putting it into its owner's graveyard. Teferi's Response

R, 1U, Instant. Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that perma-nent. Draw two cards. Telepathic Spies

C, 2U, Creature - Wizard, 2/2. When Tele pathic Spies comes into play, look at target opponent's hand. Telepathy

U, U, Enchantment. Your opponents play with their hands revealed

Temporal Adept R, 1UU, Creature - Wizard, 1/1. UUU, urn target permanent to its owner's hand **Temporal Distortion** R, 3UU, Enchantment. Whenever a creature or land becomes tapped, put an hourglass counter on it. Permanents with an hourglass counter on them don't untap during their controllers' untap steps. At the beginning of each player's upkeep, remove all hourglass counters from permanents that player controls.

Thieving Magpie U, 2UU, Creature - Bird, 1/3. Flying. Whenever Thieving Magpie deals damage to an opponent, you draw a card.

Think Tank
U, 2U, Enchantment. At the beginning of your upkeep, look at the top card of your library. You may put that card into your graveyard. Thought Devourer

R, 2UU, Creature - Beast, 4/4. Flying. Your maximum hand size is reduced by four Thought Eater

U, 1U, Creature - Beast, 2/2. Flying. Your maximum hand size is reduced by three. Thought Nibbler C, U, Creature - Beast, 1/1. Flying. Your maximum hand size is reduced by two.

Tidal Courier ΔD

U, 3U, Creature - Merfolk, 1/2. When Tidal Courier comes into play, reveal the top four cards of your library. Put all Merfolk cards revealed this way into your hand and the rest on the bottom of your library 311: Tidal Courier gains flying until end of turn. Tidal Visionary C, U, Creature - Wizard, 1/1. →: Target

creature becomes the color of your choice until end of turn.

Time Stretch R, 8UU, Sorcery. Target player takes two extra turns after this one.

Tolarian Emissary U, 2U, Creature - Wizard, 1/2. Kicker 1W. Flying. When Tolarian Emissary comes into play, if you paid the kicker cost, destroy target enchantment.

Tolarian Winds C, 1U, Instant. Discard your hand, then draw that many cards

Touch of Invisibility C, 3U, Sorcery. Target creature is unblockable this turn. Draw a card.

Tower Drake C. 2U. Creature - Drake, 2/1, Flying, W: Tower Drake gets +0/+1 until end of turn. Traumatize

R, 3UU, Sorcery. Target player puts the top half of his or her library, rounded down, into his or her graveyard. Traveler's Cloak

2U, Enchant Creature. As Traveler's Cloak comes into play, choose a land type. Enchanted creature has landwalk of the chosen type. When Traveler's Cloak comes into play, draw a card. Treasure Trove

U, 2UU, Enchantment, 2UU: Draw a card. Treetop Sentinel U, 2UU, Creature - Bird Soldier, 2/3. Fly-ing, protection from green **Turbulent Dreams**

R, UU, Sorcery. As an additional cost to play Turbulent Dreams, discard X cards from your hand. Return X target nonland permanents to their owners' hands

Twiddle C, U, Instant. Tap or untap target artifact. creature, or land

Unifying Theory O R, 1U, Enchantment. Whenever a player plays a spell, that player may pay 2. If the player does, he or she draws a card. Unnatural Selection

R, 1U, Enchantment. 1: Choose a creature type other than Wall. Target creature's type becomes that type until end of turn. Unsummon

C, U, Instant. Return target creature to its owner's hand. Upheaval 4UU, Sorcery. Return all permanents to their owners' hands.

Vigilant Drake C, 4U, Creature - Drake, 3/3. Flying. 2U: Untap Vigilant Drake. Vizzerdrix

R, 6U, Creature - Beast, 6/6 **Vodalian Hypnotist** U, 1U, Creature - Wizard, 1/1, 2B. Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Vodalian Merchant C, 1U, Creature - Merfolk, 1/2. When Vodalian Merchant comes into play, draw a card, then discard a card from your hand. Vodalian Mystic U, 1U, Creature - Merfolk, 1/1. →: Target instant or screey spell becomes the color Vodalian Serpent C, 3U, Creature - Serpent, 2/2. Kicker 2. Vodalian Serpent can't attack unless defend-ing player controls an island. If you paid the kicker cost, Vodalian Serpent comes into play with four +1/+1 counters on it.

Wall of Air U, 1UU, Creature - Wall, 1/5. Flying Wall of Wonder R, 2UU, Creature - Wall, 1/5. 2UU: Wall of Wonder gets +4/-4 until end of turn and may

attack this turn as though it weren't a Wall. Wash Out IN U, 3U, Sorcery. Return all permanents of the color of your choice to their owners' hands. Waterspout Elemental

R, 3UU, Creature - Elemental, 3/4. Kicker U. Flying. When Waterspout Elemental comes into play, if you paid the kicker cost, return all other creatures to their owners' hands and you skip your next turn.

Well-Laid Plans II R, 2U, Enchantment. Prevent all damage that would be dealt to a creature by another creature if they share a color.

Whirlpool Drake U, 3U, Creature - Drake, 2/2. Flying. When Whirlpool Drake comes into play, shuffle the cards from your hand into your library. then draw that many cards. When Whirl-pool Drake is put into a graveyard from play, shuffle the cards from your hand into your library, then draw that many cards.

Whirlpool Rider C. 1U. Creature - Merfolk, 1/1, When Whirlpool Rider comes into play, shuffle the cards from your hand into your library, then draw that many cards.

Whirlpool Warrior R, 2U, Creature - Merfolk, 2/2. When Whirlpool Warrior comes into play, shuffle the cards from your hand into your library, then draw that many cards. R, Sacrifice Whirlpool Warrior: Each player shuffles the cards from his or her hand into his or her library, then draws that many cards.

Wind Dancer U, 1U, Creature - Faerie, 1/1. Flying. Target creature gains flying until end of turn. Wind Drake C, 2U, Creature - Drake, 2/2. Flying

Words of Wisdom C. 1U. Instant. You draw two cards then each other player draws a card. **Worldly Counsel**

C. 1U. Instant, Look at the top X cards of your library, where X is the number of basic land types among lands you control Put one of those cards into your hand and the rest on the bottom of your library. Zanam Diinn

U, 5U, Creature - Djinn, 5/6. Flying Zanam Djinn gets -2/-2 as long as blue is the most common color among all permanents or is tied for most common



Absorb R. WUU, Instant, Counter target snell, You

gain 3 life. **Ether Mutation** U, 3GU, Sorcery. Return target creature to its owner's hand. Put X 1/1 green Saproling creature tokens into play, where X is its

converted mana cost. Æther Rift R, 1RG, Enchantment. At the beginning of your upkeep, discard a card at random from your hand. If you discard a creature card this way, put that card into play unless any player pays 5 life.

Ancient Spider R, 2GW, Creature - Spider, 2/5. First strike. Ancient Spider may block as though it had flying.

Angelic Shield U. WU. Enchantment, Creatures you con trol get +0/+1. Sacrifice Angelic Shield: Return target creature to its owner's hand. Armadillo Cloak

C, 1GW, Enchant Creature. Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life.

Armored Guardian IN R, 3WU, Creature - Guardian, 2/5, 1WW: Target creature you control gains protec-tion from the color of your choice until end of turn, 1UU: Armored Guardian can't be the target of spells or abilities this turn.

Artifact Mutation R, RG, Instant. Destroy target artifact. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Atogatog R, WUBRG, Creature - Atog Legend, 5/5. Sacrifice an Atog: Atogatog gets +X/+X until end of turn, where X is the sacrificed Atog's power.

Aura Mutation R, GW, Instant. Destroy target enchantment. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost. Aura Shards U, 1GW, Enchantment. Whenever a crea-

ture comes into play under your control, you may destroy target artifact or enchantment. Backlash

U, 1BR, Instant. Tap target untapped creature. That creature deals damage equal to its power to its controller.

Barrin's Spite

R, 2UB, Sorcery. Choose a player and two target creatures that player controls. The player chooses and sacrifices one of them. Return the other to its owner's hand **Blazing Specter**

R. 2BR, Creature - Specter, 2/2, Flying: haste. Whenever Blazing Specter deals combat damage to a player, that player discards a card from his or her hand

Cantain Sisay R, 2GW, Creature - Legend, 2/2. Search your library for a Legend or leg-endary card, reveal that card, and put it into your hand. Then shuffle your library.

Captain's Maneuver U, XRW, Instant. The next X damage that would be dealt to target creature or player this turn is dealt to another target creature or player instead.

Cauldron Dance U, 48R, Instant. Play Cauldron Dance only during combat. Return target creature card from your graveyard to play. That creature gains haste. Return it to your hand at end of turn. Put a creature card from your hand into play. That creature gains haste. Put it

into your graveyard at end of turn. Cavern Harpy C, UB, Creature - Beast, 2/1. Flying. C, UB, Creature - Beast, 2/1. Frying.
When Cavern Harpy comes into play, return a blue or black creature you control to its owner's hand. Pay 1 life: Return Cavern

Harov to its owner's hand. Charging Troll U, 2GW, Creature - Troll, 3/3. Attacking doesn't cause Charging Troll to tap. G: Regenerate Charging Troll.

Cinder Shade U, 1BR, Creature - Shade, 1/1. B: Cinder Shade gets +1/+1 until end of turn. R, Sacrifice Cinder Shade: Cinder Shade deals dam-

age equal to its power to target creature. Cloud Cover R, 2WU, Enchantment. Whenever another

permanent you control becomes the target of a spell or ability an opponent controls, you may return that permanent to its owner's hand.

Coalition Victory R, 3WUBRG, Sorcery. You win the game if you control a land of each basic land type and a creature of each color

Consume Strength C. 1BG. Instant, Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.

R. WUBRG, Creature - Legend, 5/5, WR-Destroy target creature blocking or blocked by Cromat. UR: Cromat gains flying until end of turn. BG: Regenerate Cromat. RW: Cromat gets +1/+1 until end of turn. GU: Put Cromat on top of its owner's library.

Crosis, the Purger R, 3UBR, Creature - Dragon Legend, 6/6. Flying. Whenever Crosis, the Purger deals combat damage to a player, you may pay 2B. If you do, choose a color. That player reveals his or her hand and discards all cards of that color from it.

Crosis's Charm U, UBR, Instant. Choose one - Return target permanent to its owner's hand; or de-stroy target nonblack creature, and it can't be regenerated; or destroy target artifact.

Darigaaz, the Igniter R, 3BRG, Creature - Dragon Legend, 6/6. Flying. Whenever Darigaaz, the Igniter deals combat damage to a player, you may pay 2R. If you do, choose a color player reveals his or her hand and Darigaaz deals X damage to him or her, where X is the number of cards revealed of that color.

of your choice.

Darigaaz's Charm U, BRG, Instant. Choose one - Return target creature card from your gravevard to your hand; or Darigaaz's Charm deals 3 damage to target creature or player; or tar get creature gets +3/+3 until end of turn.

Daring Leap C, 1WU, Instant. Target creature gets +1/+1 and gains flying and first strike until end of turn

Death Grasp

R, XWB, Sorcery. Death Grasp deals X damage to target creature or player. You gain X life Death Mutation

U, 6BG, Sorcery. Destroy target nonblack creature. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play. where X is its converted mana cost Decimate

R, 2RG, Sorcery. Destroy target artifact, target creature, target enchantment, and target land. Destructive Flow

R, BRG, Enchantment. At the beginning of each player's upkeep, that player sacrifices a nonbasic land.

Doomsday Specter R, 2UB, Creature - Specter, 2/3. Flying. When Doomsday Specter comes into play, return a blue or black creature you control to its owner's hand. Whenever Doomsday Specter deals combat damage to a player, look at that player's hand and choose a card from it. The player discards that card. Drainu's Crusade

R. 1BR. Enchantment. All Goblins get +1/+1, are black, and are Zombies in addition to their creature types. Dromar, the Banisher

R, 3WUB, Creature - Dragon Legend, 6/6. Flying, Whenever Dromar, the Banisher deals combat damage to a player, you may pay 2U. If you do, choose a color. Return all creatures of that color to their owners' hands.

Dromar's Charm U, WUB, Instant. Choose one - You gain 5 life; or counter target spell; or target creature gets -2/-2 until end of turn.

Dueling Grounds R, 1GW, Enchantment. No more than one creature may attack each turn. No more than one creature may block each turn. **Ebony Treefolk**

U, 1BG, Creature - Treefolk, 3/3. BG: Ebony Treefolk gets +1/+1 until end of turn. Eladamri's Call R. GW. Instant. Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library

Ertai the Corrupted R, 2WUB, Creature - Wizard Legend, 3/4. U, →, Sacrifice a creature or enchantment: Counter target spell.

Fervent Charge R. 1WBR, Enchantment, Whenever a creature you control attacks, it gets +2/+2 until end of turn. Fires of Yavimaya

U, 1RG, Enchantment. Creatures you control have haste. Sacrifice Fires of Yavimava: Target creature gets +2/+2 until end of turn Fleetfoot Panther

U, 1GW, Creature - Cat, 3/4. You may play Fleetfoot Panther any time you could play an instant. When Fleetfoot Panther comes into play, return a green or white creature you control to its owner's hand. AD

Flowstone Charger U, 2RW, Creature - Beast, 2/5. Whenever Flowstone Charger attacks, it gets +3/-3 until end of turn. Frenzied Tilling

C, 3RG, Sorcery. Destroy target land. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Fungal Shambler R, 4GUB, Creature - Beast, 6/4. Trample. Whenever Fungal Shambler deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand.

Gaea's Skyfolk C, GU, Creature - Elf Merfolk, 2/2. Flying Galina's Knight C, WU, Creature - Merfolk Knight, 2/2.

Protection from red Gerrard's Command

C, GW, Instant. Untap target creature. It gets +3/+3 until end of turn. Gerrard's Verdict

U, WB, Sorcery. Target player discards two cards from his or her hand. You gain 3 life for each land card discarded this way. **Goblin Legionnaire**

C, RW, Creature - Goblin Soldier, 2/2. R, Sacrifice Goblin Legionnaire: Goblin Le-gionnaire deals 2 damage to target creature or player. W, Sacrifice Goblin Legionnaire: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Goblin Trenches R, 1RW, Enchantment. 2, Sacrifice a land: Put two 1/1 red and white Goblin Soldier creature tokens into play.

Cuided Passage

R, URG, Sorcery. Reveal the cards in your library. An opponent chooses from among them a creature card, a land card, and a

noncreature, nonland card. You put the chosen cards into your hand. Then shuffle your library. Hanna, Ship's Navigator R, 1WU, Creature - Legend, 1/2. 1WU,

. Return target artifact or enchantment card from your graveyard to your hand Heroes' Reunion U, GW, Instant. Target player gains 7 life.

Horned Cheetah U, 2GW, Creature - Cat, 2/2. Whenever Horned Cheetah deals damage, you gain

Horned Kavu C, RG, Creature - Kavu, 3/4. When Horned Kavu comes into play, return a red or green creature you control to its owner's hand. Hull Breach

C, RG, Sorcery. Choose one - Destroy target artifact: or destroy target enchantment: or destroy target artifact and target enchantment Hunting Kavu

U, 1RG, Creature - Kavu, 2/3. 1RG, →: Remove from the game Hunting Kavu and target creature without flying that's attacking you. Iridescent Angel OD

R, 5WU, Creature - Angel, 4/4. Flying, protection from all colors lungle Barrier

U, 2GU, Creature - Wall, 2/6. When Jungle Barrier comes into play, draw a card. Kangee Aerie Keener R, 2WU, Creature - Legend, 2/2. Kicker

2X. Flying. When Kangee, Aerie Keeper comes into play, if you paid the kicker cost, put X feather counters on it. All Birds get +1/+1 for each feather counter on Kangee, Aerie Keeper.

Keldon Twilight R, 1BR, Enchantment. At the end of each player's turn, if no creatures attacked that turn, that player sacrifices a creature he or she controlled since the beginning of the turn

R. WUBRG, Sorcery, Target opponent loses 2 life for each swamp you control. Last Stand deals damage equal to the number of mountains you control to target creature. Put a 1/1 green Saproling creature token into play for each forest you control. You gain 2 life for each plains you control. Draw a card for each island you control, then discard that many cards from

vour hand. Lava Zombie C, 1BR, Creature - Zombie, 4/3. When Lava Zombie comes into play, return a black or red creature you control to its owner's hand. 2: Lava Zombie gets +1/+0

until end of turn. Lightning Angel R, 1RWU, Creature - Angel, 3/4. Flying; haste. Attacking doesn't cause Lightning

Angel to tap.

Lithatog U, 1RG, Creature - Atog, 1/2. Sacrifice an artifact: Lithatog gets +1/+1 until end of turn. Sacrifice a land: Lithatog gets +1/+1 until end of turn

Llanowar Dead C, BG, Creature - Zombie Elf, 2/2. Add B to your mana pool. Llanowar Knight

C, GW, Creature - Elf Knight, 2/2. Protection from black Lobotomy

U. 2UB, Sorcery, Target player reveals his or her hand, then you choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library

Malicious Advice C, XUB, Instant. Tap X target artifacts creatures, and/or lands. You lose X life. Marsh Crocodile

U, 2UB, Creature - Crocodile, 4/4. When Marsh Crocodile comes into play, return a blue or black creature you control to its owner's hand. When Marsh Crocodile comes into play, each player discards a card from his or her hand.

Martyrs' Tomb U, 2WB, Enchantment. Pay 2 life: Prevent the next 1 damage that would be dealt to target creature this turn.

Meddling Mage R. WU, Creature - Wizard, 2/2. As Meddling Mage comes into play, name a non-land card. The named card can't be played Meteor Storm R, RG, Enchantment. 2RG, Discard two cards at random from your hand: Meteor Storm deals 4 damage to target creature or player.

Minotaur Illusionist U, 3UR, Creature - Minotaur, 3/4. 1U: Minotaur Illusionist can't be the target of spells or abilities this turn. R, Sacrifice Minotaur Illusionist: Minotaur Illusionist deals damage equal to its power to target creature Mystic Enforcer

R, 2GW, Creature - Nomad Mystic, 3/3. Protection from black. Threshold - Mystic Enforcer gets +3/+3 and has flying. Mystic Snake

R, 1GUU, Creature - Snake, 2/2. You may play Mystic Snake any time you could play an instant. When Mystic Snake comes into play, counter target spell.

Natural Emergence R, 2RG, Enchantment. When Natural Emergence comes into play, return a red or green enchantment you control to its owner's hand. Lands you control are 2/2 creatures with first strike. They're still lands Noble Panther

R, 1GW, Creature - Cat, 3/3. 1: Noble Panther gains first strike until end of turn. Ordered Migration U, 3WU, Sorcery. Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

Overabundance R, 1RG, Enchantment. Whenever a player taps a land for mana, that player adds one additional mana to his or her mana pool of the same type, and Overabundance deals damage to him or her.

Overgrown Estate R, BGW, Enchantment. Sacrifice a land: You gain 3 life.

Pernicious Deed R, 1BG, Enchantment. X, Sacrifice Pernicious Deed: Destroy each artifact, creature. and enchantment with converted mana cost X or less.

Phantatog U, 1WU, Creature - Atog, 1/2. Sacrifice an enchantment: Phantatog gets +1/+1 until end of turn. Discard a card from your hand: Phantatog gets +1/+1 until end of turn.

Phyrexian Tyranny R IIBR, Enchantment, Whenever a player draws a card, that player loses 2 life unless he or she pays 2.

Plaque Spores C, 4BR, Sorcery. Destroy target nonblack creature and target land. They can't be re-

owerstone Minefield B. 2RW. Enchantment. Whenever a creature attacks or blocks, Powerstone Minefield deals 2 damage to it.

Prophetic Bolt R, 3UR, Instant. Prophetic Bolt deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library.

Psychatog U, 1UB, Creature - Atog, 1/2. Discard a card from your hand: Psychatog gets +1/+1 until end of turn. Remove two cards in your graveyard from the game: Psyatog gets +1/+1 until end of turn.

Putrid Warrior C, WB, Creature - Soldier Zombie, 2/2.

Whenever Putrid Warrior deals damage, choose one each player loses 1 life; or each player gains 1 life Pyre Zomble

R, 1BR, Creature - Zombie, 2/1. At the beginning of your upkeep, if Pyre Zombie is In your graveyard, you may pay 1BB. If you do, return Pyre Zombie from your graveyard to your hand. 1RR, Sacrifice Pyre Zombie: Pyre Zombie deals 2 damage to target creature or player. Questing Phelddagrif

R, 1GWU, Creature - Phelddagrif, 4/4. G Questing Phelddagrif gets +1/+1 until end of turn. Target opponent puts a 1/1 green Hippo creature token into play. W: Questing Phelddagrif gains protection from black and from red until end of turn. Target op-ponent gains 2 life. U: Questing Phelddagrif gains flying until end of turn. Target opponent may draw a card.

Quicksilver Dagger C. 1UR, Enchant Creature, Enchanted creature has "→: This creature deals 1 damage to target player. You draw a card. Padiant Kavu

R, RGW, Creature - Kavu, 3/3. RGW: Prevent all combat damage blue creatures and black creatures would deal this turn.

Raging Kavu R. 1RG, Creature - Kavu, 3/1, Haste, You may play Raging Kavu any time you could play an instant. Razing Spidd U, 4BR, Creature - Beast, 3/3. When Razing Snidd comes into play, return a black or red creature you control to its owner's hand. When Razing Snidd comes into play, each player sacrifices a land.

Razorfin Hunter

C, UR, Creature - Merfolk Goblin, 1/1. Razorfin Hunter deals 1 damage to target

Reckless Assault R, 2BR, Enchantment. 1, Pay 2 life: Reckless Assault deals 1 damage to target creature or player.

creature or player.

C, 1UB, Instant. Return target permanent to its owner's hand. Then that player dis-cards a card from his or her hand. **Reviving Vapors**

U. 2WII. Instant. Reveal the ton three cards of your library and put one of them into your hand. You gain life equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard. Riptide Crab

U, 1WU, Creature - Crab, 1/3. Attacking doesn't cause Riptide Crab to tap. When Riptide Crab is put into a graveyard from play, draw a card.

Rith's Attendant R. 5. Artifact Creature - Golem. 3/3. 1. Sacrifice Rith's Attendant: Add RGW to your mana pool. Rith's Charm

U, RGW, Instant. Choose one - Destroy target nonbasic land; or put three 1/1 green Saproling creature tokens into play; or prevent all damage a source of your choice would deal this turn.

Sabertooth Nishoba R, 4GW, Creature - Beast, 5/5. Trample. protection from blue, protection from red Samite Archer

U, 1WU, Creature - Cleric, 1/1. →: Prevent the next 1 damage that would be dealt to target creature or player this turn. -Samite Archer deals 1 damage to target creature or player.

Sarcatog U, 1BR, Creature - Atog, 1/2. Remove two cards in your graveyard from the game: Sar catog gets +1/+1 until end of turn. Sacrifice an artifact: Sarcatog gets +1/+1 until end of turn Sawtooth Loon

U. 2WU. Creature - Bird. 2/2. Flying. When Sawtooth Loon comes into play, re-turn a white or blue creature you control to its owner's hand. When Sawtooth Loon. comes into play, draw two cards, then put two cards from your hand on the bottom of your library.

er's Vision II 2IIB Enchantment All opponents play with their hands revealed. Sacrifice Seer's Vision: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Shadowmage Infiltrator OD R, 1UB, Creature - Wizard, 1/3. Shadowmade Infiltrator can't be blocked except by artifact creatures and/or black creatures. When-ever Shadowmage Infiltrator deals combat damage to a player, you may draw a card. Shivan Wurm

R, 3RG, Creature - Wurm, 7/7. Trample. When Shivan Wurm comes into play, re-turn a red or green creature you control to its owner's hand.

Shiyan Zombie C, BR, Creature - Barbarian Zombie, 2/2. Protection from white

Silver Drake C, 1WU, Creature - Drake, 3/3. Flying. When Silver Drake comes into play, return a white or blue creature you control to its owner's hand.

Simoon U, RG, Instant. Simoon deals 1 damage to each creature target opponent controls

Sleeper's Robe U, UB, Enchant Creature. Enchanted creature can't be blocked except by artifact creatures and/or black creatures. Whenever enchanted creature deals combat damage to an opponent, you may draw a card. Slinking Serpent

U, 2UB, Creature - Serpent, 2/3. Forestwalk Smoldering Tar U, 2BR, Enchantment. At the beginning of your upkeep, target player loses 1 life. Sacrifice Smoldering Tar: Smoldering Tar deals 4 damage to target creature. Play this abili-

ty only any time you could play a sorcery.

Soul Link C, 1WB, Enchant Creature. Whenever enchanted creature deals damage, you gain that much life. Whenever enchanted creature is dealt damage, you gain that much life.

SCRYE

U, 2RG, Creature - Kavu, 5/3. When Sparkcaster comes into play, return a red or green creature you control to its owner's hand. When Sparkcaster comes into play, it deals 1 damage to target player.

Spinal Embrace R, 3UUB, Instant. Play Spinal Embrace only during combat. Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness

Spiritmonger R. 3BG, Creature - Beast, 6/6, Whenever Spiritmonger deals damage to a creature, put a +1/+1 counter on Spiritmonger. B: Regenerate Spiritmonger, G. Spiritmonger becomes the color of your choice until end of turn. Squee's Embrace

C, RW, Enchant Creature. Enchanted creature gets +2/+2. When enchanted creature is put into a graveyard, return that creature card to its owner's hand.

Squee's Revenge U, 1UR, Sorcery. Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip.

Stalking Assassin R, 1UB, Creature - Assassin, 1/1. 3U, →:
Tap target creature. 3B, →: Destroy target tapped creature.

Steel Leaf Paladin C, 4GW, Creature - Knight, 4/4. First strike. When Steel Leaf Paladin comes into play, return a green or white creature you control to its owner's hand.

Sterling Grove U, GW, Enchantment. All other enchantments you control can't be the targets of spells or abilities 1. Sacrifice Sterling Grove: Search your library for an enchant-ment card and reveal that card. Shuffle your library, then put the card on top of it. Suffocating Blast AP R, 1UUR, Instant. Counter target spell and

Suffocating Blast deals 3 damage to target creature.

Teferi's Moat R. 3WU, Enchantment, As Teferi's Moat comes into play, choose a color. Creatures of the chosen color without flying can't attack you.

Temporal Spring C, 1GU, Sorcery. Put target permanent on top of its owner's library. Terminate

C, BR, Instant. Destroy target creature. It can't be regenerated.

Thaumatog
U, 1GW, Creature - Atog, 1/2. Sacrifice a
land: Thaumatog gets +1/+1 until end of
turn. Sacrifice an enchantment: Thaumatog
gets +1/+1 until end of turn. Treva, the Renewer

R, 3GWU, Creature - Dragon Legend, 6/6. Flying. Whenever Treva, the Renewer deals combat damage to a player, you may pay 2W. If you do, choose a color. You gain 1 life for each permanent of that color. Treva's Charm U. GWU, Instant, Choose one - Destroy

target enchantment; or remove target attacking creature from the game; or draw a card, then discard a card from your hand. Tsabo Tavoc R, 5BR, Creature - Legend, 7/4. First

strike, protection from Legends. BB, >: De-stroy target Legend. It can't be regenerated. Undermine R, UUB, Instant. Counter target spell. Its

Urborg Drake U, 1UB, Creature - Drake, 2/3. Flying. Urborg Drake attacks each turn if able.

controller loses 3 life.

Urza's Guilt R, 2UB, Sorcery. Each player draws two cards, then discards three cards from his or her hand, then loses 4 life.

Vampiric Dragon R, 6BR, Creature - Vampire Dragon, 5/5. Flying, Whenever a creature dealt damage by Vampiric Dragon this turn is put into a graveyard, put a +1/+1 counter on Vampir-ic Dragon. 1R: Vampiric Dragon deals 1 damage to target creature.

Vicious Kavu U, 1BR, Creature - Kavu, 2/2. Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn.

Vile Consumption R, 1UB, Enchantment. All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life Vindicate

R, 1WB, Sorcery. Destroy target permanent. Vodalian Zombie C. UB. Creature - Merfolk Zombie, 2/2.

R, 3BR, Sorcery. Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number.

Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number Voracious Cobra II 2RG Creature - Snake 2/2 First strike

Whenever Voracious Cobra deals combat damage to a creature, destroy that creature.

Wings of Hone C, WU, Enchant Creature. Enchanted creature gets +1/+3 and has flying.

Yavimaya Barbarian C, RG, Creature - Barbarian Elf, 2/2. Protection from blue

Yavimaya Kayu U, 2RG, Creature - Kavu, */*. Yavimaya Kavu's power is equal to the number of red creatures in play. Yavimaya Kavu's toughness is equal to the number of green creatures in play.

Yavimaya's Embrace Al R, 5GUU, Enchant Creature. You control enchanted creature. Enchanted creature gets +2/+2 and has trample.



Acorn Harvest C, 3G, Sorcery. Put two 1/1 green Squir creature tokens into play. Flashback - 1G. Pay 3 life

Aggressive Urge C, 1G, Instant. Target creature gets +1/+1 until end of turn. Draw a card Alpha Kavu

U, 2G, Creature - Kavu, 2/2. 1G: Target Kavu gets -1/+1 until end of turn. Amphibious Kavu

C, 2G, Creature - Kavu, 2/2. Whenever Amphibious Kavu blocks or becomes blocked by one or more blue and/or black , Amphibious Kavu gets +3/+3 until end of turn.

Ana Disciple C, G, Creature - Wizard, 1/1. U, >: Target creature gains flying until end of turn. B, >: Target creature gets -2/-0 until end of turn. **Ana Sanctuary**

U, 2G, Enchantment. At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead. Anaconda

U, 3G, Creature - Snake, 3/3. Swampwalk Anavolver R. 3G. Creature - Volver, 3/3, Kicker 1U and/or B. If you paid the 1U kicker cost Anavolver comes into play with two +1/+1 counters on it and with flying. If you paid the B kicker cost, Anavolver comes into play with a +1/+1 counter on it and with "Pay 3 life: Regenerate Anavolver."

Ancient Silverback R, 4GG, Creature - Ape, 6/5. G: Regenerate Ancient Silverback.

Anurid Scavenger U, 2G, Creature - Beast, 3/3. Protection from black. At the beginning of your up-keep, sacrifice Anurid Scavenger unless you put a card from your graveyard on the bottom of your library.

Arrogant Wurm U, 3GG, Creature - Wurm, 4/4. Trample. Madness 2G

Basking Rootwalla C, G, Creature - Lizard, 1/1. 1G: Basking Rootwalla gets +2/+2 until end of turn. Play this ability only once each turn. Madness 0 Bearscape OD

R, 1GG, Enchantment. 1G, Remove two cards in your graveyard from the game: Put a 2/2 green Bear creature token into play. Beast Attack II. 2GGG. Instant. Put a 4/4 green Beast

creature token into play. Flashback 2GGG. R. 1G. Instant, Counter target activated



Birds of Paradise 7th R, G, Creature - Bird, 0/1. Flying. →: Add	Elvish Lyrist 7th U, G, Creature - Elf, 1/1. G, →, Sacrifice
one mana of any color to your mana pool. Blanchwood Armor 7th U, 2G, Enchant Creature. Enchanted creature gets +1/+1 for each forest you control.	Elvish Lyrist: Destroy target enchantment. Elvish Piper 7th R, 3G, Creature - Elf, 1/1. G, Put a creature card from your hand into play.
Blurred Mongoose R, 16, Creature - Mongoose, 2/1. Blurred Mongoose can't be countered. Blurred Mongoose can't be the target of spells or abilities.	Explosive Growth C, G, Instant. Kicker 5. Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until
Bog Gnarr C, 4G, Creature - Beast, 2/2. Whenever a player plays a black spell, Bog Gnarr gets	end of turn instead. Falling Timber C, 2G, Instant. Kicker - Sacrifice a land.
+2/+2 until end of turn. Bull Hippo 7th	Prevent all combat damage target creature would deal this turn. If you paid the kicker
U, 3G, Creature - Hippo, 3/3. Islandwalk Call of the Herd OD	cost, prevent all combat damage another target creature would deal this turn. Familiar Ground 7th
R, 2G, Sorcery. Put a 3/3 green Elephant creature token into play. Flashback 3G. Canopy Spider 7th C, 1G, Creature - Spider, 1/3. Canopy Spi-	U, 2G, Enchantment. Each creature you control can't be blocked by more than one creature.
der may block as though it had flying. Canopy Surge IN	Far Wanderings TR C, 2G, Sorcery. Search your library for a basic land card and put that card into play
U, 16, Sorcery. Kicker 2. Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.	tapped. Then shuffle your library. Thresh- old - Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library.
Cartographer OD C, 2G, Creature - Townstolk, 2/2. When Cartographer comes into play, you may re- turn target land card from your graveyard	Femeref Archers 7th U, 2G, Creature - Soldier, 2/2. → Fe- meref Archers deals 4 damage to target at- tacking creature with flying.
to your hand. Centaur Chieftain TR	C, 1G, Enchant Land. Whenever enchanted land is tapped for mana, its controller
U, 3G, Creature - Centaur, 3/3. Haste. Threshold - When Centaur Chieftain comes into play, creatures you control get +1/+1	adds one mana of any color to his or her mana pool.
and gain trample until end of turn. Centaur Veteran TR	Fog 7th C, G, Instant. Prevent all combat damage that would be dealt this turn.
C, 5G, Creature - Centaur, 3/3. Trample. G, Discard a card from your hand: Regenerate Centaur Veteran.	Fyndhorn Elder 7th U, 2G, Creature - Elf, 1/1. →: Add GG to
Chatter of the Squirrel OD C, G, Sorcery. Put a 1/1 green Squirrel creature token into play. Flashback 1G.	Gaea's Balance AP U, 3G, Sorcery. As an additional cost to
Chlorophant OD R, GGG, Creature - Elemental, 1/1. At the	play Gaea's Balance, sacrifice five lands. Search your library for a land card of each basic land type and put them into play.
beginning of your upkeep, you may put a +1/+1 counter on Chlorophant. Threshold - At the beginning of your upkeep, you may	Then shuffle your library. Gaea's Herald PS
put another +1/+1 counter on Chlorophant. Compost 7th	R, 1G, Creature - Elf, 1/1. Creature spells can't be countered by spells or abilities. Gaea's Might PS
U, 1G, Enchantment. Whenever a black card is put into an opponent's graveyard, you may draw a card. Crashing Centaur OD	C, G, Instant. Target creature gets +1/+1 until end of turn for each basic land type among lands you control.
U, 4GG, Creature - Centaur, 3/4. G, Discard a card from your hand: Crashing Centaur gains trample until end of turn. Threshold - Crashing Centaur gets +2/+2	Gang of Elk 7th U, 5G, Creature - Beast, 5/4. Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.
and can't be the target of spells or abilities. Creeping Mold 7th U, 2GG, Sorcery. Destroy target artifact,	Ciant Growth 7th C, G, Instant. Target creature gets +3/+3 until end of turn.
enchantment, or land. Deep Reconnaissance OD	C, 3G, Creature - Spider, 2/4. Giant Spider may block as though it had flying.
land card and put that card into play tapped. Then shuffle your library. Flashback 4G.	Glade Gnarr AP C, 5G, Creature - Beast, 4/4. Whenever a
Diligent Farmhand OD C, G, Creature - Druid, 1/1. 1G, Sacrifice Diligent Farmhand: Search your library for	player plays a blue spell, Glade Gnarr gets +2/+2 until end of turn. Gorilla Chieftain 7th
a basic land card and put that card into play tapped. Then shuffle your library. If	C, 2GG, Creature - Ape, 3/3. 1G: Regenerate Gorilla Chieftain.
Diligent Farmhand is in a graveyard, Mus- cle Burst's effect counts it as a card named Muscle Burst.	Gorilla Titan U, 3GG, Creature - Ape, 4/4. Trample. Gorilla Titan gets +4/+4 as long as there are
C, G, Creature - Druid, 1/1. G, →, Sacrifice Druid Lyrist: Destroy target enchantment.	no cards in your graveyard. Crizzly Bears 7th C, 1G, Creature - Bear, 2/2
U, 1G, Enchant Creature. Whenever en- chanted creature is dealt damage, its con-	Ground Seal OD R, 1G, Enchantment. When Ground Seal
troller puts that many 1/1 green Squirrel creature tokens into play.	comes into play, draw a card. Cards in grave- yards can't be the targets of spells or abilities.
Dwell on the Past TR U, G, Sorcery. Target player shuffles up to four target cards from his or her graveyard	R, 3GG, Creature - Beast, 6/8. At the begin- ning of your upkeep, sacrifice Gurzigost un-
into his or her library. Early Harvest 7th	less you put two cards from your graveyard on the bottom of your library. GG, Discard a card from your hand: You may have Gurzi-
R, 1GG, Instant. Target player untaps all basic lands he or she controls. Elder Druid 7th	gost deal its combat damage to defending player this turn as though it weren't blocked. Harrow IN
R, 3G, Creature - Cleric, 2/2. 3G, ⇒: Tap or untap target artifact, creature, or land.	C, 2G, Instant. As an additional cost to play Harrow, sacrifice a land. Search your library
C, 2GG, Instant. Put a 3/3 green Elephant creature token into play. Flashback 6GG.	for up to two basic land cards and put them into play. Then shuffle your library. Holistic Wisdom OD
U, 1G, Enchantment. At the beginning of	R, 1GG, Enchantment. 2, Remove a card in your hand from the game: Return target card
your upkeep, you may search your library for a basic land card, reveal that card, and put it into your hand. If you do, skip your	from your graveyard to your hand if it shares a type with the card removed this way. Howling Gale OD
draw step this turn and shuffle your library. Elvish Archers 7th	U, 1G, Instant. Howling Gale deals 1 damage to each creature with flying and each player. Flashback 1G.
R, 1G, Creature - Elf, 2/1. First strike Elvish Champion 7th/IN R, 1GG, Creature - Lord, 2/2. All Elves get	Hurricane 7th R, XG, Sorcery. Hurricane deals X damage
+1/+1 and have forestwalk.	to each creature with flying and each player.
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Mirrorwood Treefolk PS U, 3G, Creature - Treefolk, 2/4. 2RW: The R, G, Sorcery. The next creature spell you play this turn can't be countered by spells next time damage would be dealt to Mirabilities. Draw a card. rorwood Treefolk this turn, that damage is dealt to target creature or player instead. **Invigorating Falls** C, 2GG, Sorcery. You gain life equal to the number of creature cards in all graveyards. Molimo, Maro-Sorcerer II R, 4GGG, Creature - Legend, */*. Trample. Molimo. Maro-Sorcerer's power and Ivy Elemental R, XG, Creature - Elemental, 0/0. Ivy Elemental comes into play with X +1/+1 countoughness are each equal to the number of lands you control. Moment's Peace ters on it. C, 1G, Instant. Prevent all combat damage that would be dealt this turn. Flashback 2G. lade Leech R, 2GG, Creature - Leech, 5/5. Green Monstrous Growth spells you play cost G more to play. C, 1G, Sorcery. Target creature gets +4/+4 until end of turn. Kayu Chameleon U, 3GG, Creature - Kavu, 4/4. Kavu Multani's Harmony Chameleon can't be countered. G: Kavii Chameleon becomes the color of your U, G, Enchant Creature. Enchanted creature has "> Add one mana of any color to choice until end of turn. your mana pool." Kavu Climber IN C, 3GG, Creature - Kavu, 3/3. When Kavu Muscle Burst C, 1G, Instant. Target creature gets +X/+X un-Climber comes into play, draw a card. til end of turn, where X is 3 plus the number of cards named Muscle Burst in all graveyards. Kavu Howler U, 4GG, Creature - Kavu, 4/5. When Kavu Howler comes into play, reveal the top four cards of your library. Put all Kavu cards revealed this way into your hand and the rest Nantuko Blightcutter R. 2G. Creature - Insect Druid. 2/2. Protection from black. Threshold - Nantuko Blightcutter gets +1/+1 for each black peron the bottom of your library. manent your opponents control R, 2G, Enchantment. Whenever a creature Nantuko Calmer C, 2GG, Creature - Insect Druid, 2/3. G. with power 4 or greater comes into play, its controller draws a card. Sacrifice Nantuko Calmer: Destroy target enchantment. Threshold - Nantuko Kavu Mauler Calmer gets +1/+1. R, 4GG, Creature - Kavu, 4/4. Trample Whenever Kavu Mauler attacks, it gets Nantuko Cultivator R, 3G, Creature - Insect Druid, 2/2. When Nantuko Cultivator comes into play, you may +1/+1 until end of turn for each other atdiscard any number of land cards from you Kavu Titan hand. Put that many +1/+1 counters on Nan-R, 1G, Creature - Kavu, 2/2. Kicker 2G. If you paid the kicker cost, Kavu Titan comes tuko Cultivator and draw that many cards Nantuko Disciple into play with three +1/+1 counters on it C, 3G, Creature - Insect Druid, 2/2. G, =: and with trample Target creature gets +2/+2 until end of turn. Krosan Archer Nantuko Elder C. 3G. Creature - Centaur. 2/3. Krosan U, 2G, Creature - Insect Druid, 1/2. Archer may block as though it had flying. G, Discard a card from your hand: Krosan Add 1G to your mana pool. Archer gets +0/+2 until end of turn Nantuko Mentor R, 2G, Creature - Insect Druid, 1/1. 2G, Krosan Avenger C, 2G, Creature - Druid, 3/1. Trample. ⇒: Target creature gets +X/+X until end of turn, where X is that creature's power. Threshold - 1G: Regenerate Krosan Avenger. Nantuko Shrine OE R, 1GG, Enchantment. Whenever a player Krosan Beast R, 3G, Creature - Squirrel Beast, 1/1. plays a spell, that player puts X 1/1 green Threshold - Krosan Beast gets +7/+7. Squirrel creature tokens into play, where X **Krosan Constrictor** is the number of cards in all graveyards C, 3G, Creature - Snake, 2/2. Swampwith the same name as that spell walk. →: Target black creature gets -2/-0 Narcissism until end of turn. II 2G Enchantment G Discard a card Krosan Restorer from your hand: Target creature gets +2/+2 until end of turn. G, Sacrifice Narcissism: C, 2G, Creature - Druid, 1/2. →: Untap target land. Threshold - →: Untap up to Target creature gets +2/+2 until end of turn. three target lands. Nature's Resurgence Lay of the Land R. 2GG, Sorcery, Each player draws a card C, G, Sorcery. Search your library for a for each creature card in his or her graveyard basic land card, reveal that card, and put it into your hand. Then shuffle your library. Nature's Revolt 7: R, 3GG, Enchantment. All lands are 2/2 Leaf Dancer OD reatures that are still lands. C, 1GG, Creature - Centaur, 2/2. Forestwalk Nemata, Grove Guardian PS Llanowar Cavalry
C, 2G, Creature - Soldier, 1/4. W: Attack-R, 4GG, Creature - Treefolk Legend, 4/5. 2G: Put a 1/1 green Saproling creature token into play. Sacrifice a Saproling: All ing doesn't cause Llanowar Cavalry to tap this turn. Saprolings get +1/+1 until end of turn Llanowar Elite New Frontiers C, G, Creature - Elf, 1/1. Kicker 8. Trample. If you paid the kicker cost, Llanowar Elite comes into play with five +1/+1 coun-R, XG, Sorcery. Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library this way shuffles it. Lianowar Elves C, G, Creature - Elf, 1/1. →: Add G to your mana pool. Nimble Mongoose OE U, G, Creature - Mongoose, 1/1. Nimble Llanowar Vanguard Mongoose can't be the target of spells or abilities. Threshold - Nimble Mongoose C, 2G, Creature - Dryad, 1/1. →: Llanowa Vanguard gets +0/+4 until end of turn. gets +2/+2. Nomadic Elf Lone Wolf C, 1G, Creature - Elf, 2/2. 1G: Add one C. 2G. Creature - Wolf, 2/2. You may have Lone Wolf deal its combat damage to demana of any color to your mana pool. Nostalgic Dreams fending player as though it weren't blocked R, GG, Sorcery. As an additional cost to play Nostalgic Dreams, discard X cards Lure U, 1GG, Enchant Creature. All creatures from your hand. Return X target cards able to block enchanted creature do so. from your graveyard to your hand. Re-Magnigoth Treefolk move Nostalgic Dreams from the game. R, 4G, Creature - Treefolk, 2/6. For each Nut Collector basic land type among lands you control, Magnigoth Treefolk has landwalk of that type R, 5G, Creature - Druid, 1/1. At the beginning of your upkeep, you may put a 1/1 green Squirrel creature token into play. R. 2GG. Creature - Flemental. */*. Threshold - All Squirrels get +2/+2. Maro's power and toughness are each equal to the number of cards in your hand. Overrun U, 2GGG, Sorcery. Creatures you control Metamorphic Wurm OD get +3/+3 and gain trample until end of turn. U, 3GG, Creature - Elephant Wurm, 3/3. Threshold - Metamorphic Wurm gets +4/+4. Parallel Evolution R, 3GG, Sorcery. For each creature token in play, its controller puts a creature token Might of Oaks 7th R, 3G, Instant. Target creature gets +7/+7 into play that's a copy of that creature. until end of turn Flashback 4GGG Might Weaver Penumbra Bobcat U, 1G, Creature - Wizard, 2/1. 2: Target red or white creature gains trample until

Penumbra Kavu AP U, 4G, Creature - Kavu, 3/3. When Penumbra Kavu is put into a graveyard from play, put a 3/3 black Kavu creature token into play. Penumbra Wurm R, 5GG, Creature - Wurm, 6/6. Trample. When Penumbra Wurm is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play. Pincer Spider C, 2G, Creature - Spider, 2/3. Kicker 3. Pincer Spider may block as though it had flying. If you paid the kicker cost. Pincer Spider comes into play with a +1/+1 counter on it. Piper's Melody
U, G, Sorcery. Shuffle any number of target creature cards from your graveyard into your library. Planeswalker's Favor R, 2G, Enchantment. 3G: Target opponent reveals a card at random in his or her hand. Target creature gets +X/+X until end of turn, where X is the revealed card's converted mana cost **Possessed Centaur** R, 2GG, Creature - Centaur Horror, 3/3. Trample. Threshold - Possessed Centaur gets +1/+1, is black, and has "2B, →: De stroy target green creature." Pride of Lions U, 3GG, Creature - Cat, 4/4. You may have Pride of Lions deal its combat damage to defending player as though it weren't blocked Primal Frenzy C, G, Enchant Creature. Enchanted creature has trample **Primal Growth** C, 2G, Sorcery. Kicker - Sacrifice a creature Search your library for a basic land card, put that card into play, then shuffle your library. If you paid the kicker cost, instead search your library for two basic land cards, put them into play, then shuffle your library Pulse of Llanowar U, 3G, Enchantment. If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type. Pygmy Kavu 3G, Creature - Kavu, 1/2. When Pygmy Kavu comes into play, draw a card for each black creature your opponents control. Ouirion Dryad R, 1G, Creature - Dryad, 1/1. Whenever you play a white, blue, black, or red spell, put a +1/+1 counter on Quirion Dryad. Quirion Flyes C, 1G, Creature - Elf, 1/1. As Quirion Elves comes into play, choose a color. -: Add G to your mana pool. -: Add one mana of the chosen color to your mana pool. Quirion Explorer C, 1G, Creature - Elf, 1/1. →: Add to your mana pool one mana of any color that a land an opponent controls could produce. Quirion Sentinel I C, 1G, Creature - Elf, 2/1. When Quirion Sentinel comes into play, add one mana of any color to your mana pool. Quirion Trailblazer C, 3G, Creature - Elf, 1/2. When Quirion Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library. Rabid Elephant OD C, 4G, Creature - Elephant, 3/4. Whenever Rabid Elephant becomes blocked, it gets +2/+2 until end of turn for each creature blocking it. Rampant Growth C, 1G, Sorcery. Search your library for a basic land card and put that card into play tapped. Then shuffle your library Peclaim C, G, Instant. Put target card from your graveyard on top of your library. Redwood Treefolk C. 4G. Creature - Treefolk, 3/6 Refresh OD C, 2G, Instant. Regenerate target creature. Draw a card. OD Regeneration C, 1G, Enchant Creature. G: Regenerate enchanted creature. Restock R, 3GG, Sorcery. Return two target cards from your gravevard to your hand. Remove Restock from the game. Rites of Spring C, 1G, Sorcery. Discard any number of cards from your hand. Search your library for that many basic land cards, reveal those cards, and put them into your hand. Then shuffle your library. Roar of the Wurm C, 2G, Creature - Cat, 2/1. When Penum-bra Bobcat is put into a graveyard from play, U, 6G, Sorcery. Put a 6/6 green Wurm creature token into play. Flashback 3G. put a 2/1 black Cat creature token into play

ments of the color of your choice. Rooting Kavu ing Kavu is put into a graveyard from play, you may remove Rooting Kavu from the game. If you do, shuffle all creature cards from your graveyard into your library Saproling Infestation R, 1G, Enchantment. Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play. Saproling Symbiosis R, 3G, Sorcery. You may play Saproling green Saproling creature token into play for each creature you control. Savage Gorilla C, 4G, Creature - Ape, 3/3. UB, →, Sacrifice Savage Gorilla: Target creature gets - 3/-3 until end of turn. Draw a card. Scavenger Folk U, G, Creature - Scavenger, 1/1. G, →, Sac rifice Scavenger Folk: Destroy target artifact. Scouting Trek U, 1G, Sorcery. Search your library for any number of basic land cards. Reveal those cards, then shuffle your library and put them on top of it. Seeker of Skybreak creature. Serpentine Kavu R, GGG, Creature - Centaur Druid Leg-end, 2/2. Tap an untapped Druid you control: Add G to your mana pool. Seton's Desire C, 2G, Enchant Creature. Enchanted creature gets +2/+2. Threshold - All creatures able to block enchanted creature do so. Seton's Scout U, 1G, Creature - Centaur Druid, 2/1. Seton's Scout may block as though it had flying. Threshold - Seton's Scout gets +2/+2. **Shanodin Dryads** C, G, Creature - Dryad, 1/1. Forestwalk Simplify C, G, Sorcery. Each player sacrifices an enchantment. Skyshooter U, 1G, Creature - Centaur, 1/2. Skyshoot-Skyshroud Blessing U, 1G, Instant. Lands can't be the targets of spells or abilities this turn. Draw a card. Spellbane Centaur R, 2G, Creature - Centaur, 3/2. Creatures you control can't be the targets of blue spells or abilities from blue sources. Spined Wurm C, 4G, Creature - Wurm, 5/4 Springing Tiger C, 3G, Creature - Cat, 3/3. Threshold Springing Tiger gets +2/+2. Squall C, 2G, Sorcery. Squall deals 2 damage to each creature with flying. Squirrel Mob 1GG, Creature - Squirrel, 2/2. Squirrel Squirrel Nest U, 1GG, Enchant Land. Enchanted land has ">: Put a 1/1 green Squirrel creature token into play.' Still Life U. 1GG. Enchantment, GG: Still Life he comes a 4/3 Centaur creature until end of turn. It's still an enchantment Stone Kavu C, 4G, Creature - Kavu, 3/3. R: Stone Kavu gets +1/+0 until end of turn, W: Stone Kavu gets +0/+1 until end of turn. R. 4GGG. Creature - Basilisk 4/5 Whenever Stone-Tongue Basilisk deals combat at end of combat. Threshold - All creatures able to block Stone-Tongue Basilisk do so. Stream of Life C, XG, Sorcery. Target player gains X life. Strength of Night C, 2G, Instant. Kicker B. Creatures you control get +1/+1 until end of turn. If you paid the kicker cost, Zombies you control get an additional +2/+2 until end of turn

Root Greevil C, 3G, Creature - Beast, 2/3. 2G, -, Sacrifice Root Greevil: Destroy all enchant-U, 2GG, Creature - Kavu, 4/3. When Root-R, 2GG, Enchantment. Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card. Symbiosis any time you could play an instant if you pay 2 more to play it. Put a 1/1 C, 1G, Creature - Elf, 2/1. →: Untap target C, 4G, Creature - Kavu, 4/4. R: Serpentine Kavu gains haste until end of turn. Seton, Krosan Protector, OD 7th OD er may block as though it had flying. , Sacrifice Skyshooter: Destroy target attacking or blocking creature with flying. OD OD Mob gets +1/+1 for each other Squirrel in play. OD Stone-Tongue Basilisk OD damage to a creature, destroy that creature



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Sulam Diinn U, 5G, Creature - Djinn, 6/6. Trample. Sulam Djinn gets -2/-2 as long as green is the most common color among all permanents or is tied for most common. Sylvan Messenger U, 3G, Creature - Elf, 2/2. Trample. When Sylvan Messenger comes into play, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library. Sylvan Might U, 1G, Instant. Target creature gets +2/+2 and gains trample until end of turn. Flash-back 2GG. Symbiotic Deployment AP R, 2G, Enchantment. Skip your draw step. 1, Tap two untapped creatures you control: Draw a card. Tangle U, 1G, Instant. Prevent all combat damage that would be dealt this turn. Attacking creatures don't untap during their controllers' next untan stens. Terravore R, 1GG, Creature - Lhurgoyf, */*. Trample. Terravore's power and toughness are each equal to the number of land cards in all graveyards Thicket Elemental R, 3GG, Creature - Elemental, 4/4. Kicker 1G. When Thicket Elemental comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do put that card into play and shuffle all other cards revealed this way into your library. Thorn Elemental R, 5GG, Creature - Elemental, 7/7. You may have Thorn Elemental deal its combat damage to defending player as though it **Thornscape Apprentice** C, G, Creature - Wizard, 1/1. W, →: Tap target creature. R, →: Target creature gains first strike until end of turn. Thornscape Battlemage PS U, 2G, Creature - Wizard, 2/2. Kicker R and/or W. When Thornscape Battlemage comes into play, if you paid the R kicker cost, Thornscape Battlemage deals 2 damage to target creature or player. When Thornscape Battlemage comes into play, if you paid the W kicker cost, destroy target artifact. Thornscape Familiar C, 1G, Creature - Insect, 2/1. Red spells and white spells you play cost 1 less to play. Thornscape Master R, 2GG, Creature - Wizard, 2/2. RR, -Thornscape Master deals 2 damage to target creature. WW, -: Target creature gains protection from the color of your choice until end of turn. Thoughtleech U, GG, Enchantment, Whenever an island an opponent controls becomes tapped, you may gain 1 life. Trained Armodon 7th C, 1GG, Creature - Elephant, 3/3 Tranquil Path AP C, 4G, Sorcery. Destroy all enchantments. Draw a card. Tranquility C, 2G, Sorcery. Destroy all enchantments. Treefolk Healer IN U, 4G, Creature - Treefolk, 2/3. 2W, = Prevent the next 2 damage that would be dealt to target creature or player this turn. Treefolk Seedlings U. 2G. Creature - Treefolk, 2/*, Treefolk Seedlings's toughness is equal to the numher of forests you control Twigwalker U, 2G, Creature - Insect, 2/2. 1G, Sacrifice Twigwalker: Two target creatures each get +2/+2 until end of turn. **Uktabi Wildcats** R, 4G, Creature - Cat, */*. Uktabi Wild-cats's power and toughness are each equal to the number of forests you control. G. Sacrifice a forest: Regenerate Uktabi Wildcats **Untamed Wilds** 7th U, 2G, Sorcery. Search your library for a basic land card and put that card into play. Then shuffle your library. Urborg Elf C, 1G, Creature - Elf, 1/1. →: Add G, U, or B to your mana pool. **Utopia Tree** R, 1G, Creature - Plant, 0/2. -: Add one mana of any color to your mana pool. **Verdant Succession** R, 4G, Enchantment. Whenever a green nontoken creature is put into a gravevard from play, that creature's controller may search his or her library for a card with the same name as that creature and put it into play. If that player does, he or she then shuffles his or her library.

Barbarian Ring Verdeloth the Ancient R, 4GG, Creature - Treefolk Legend, 4/7. Kicker X. All other Treefolk and all Saprolings get +1/+1. When Verdeloth the Ancient comes into play, if you paid the kicker cost, put X 1/1 green Saproling creature creature or player. Verduran Emissary U, 2G, Creature - Wizard, 2/3. Kicker 1R. When Verduran Emissary comes into play. if you paid the kicker cost, destroy target artifact. It can't be regenerated. Bog Wreckage Verduran Enchantress R, 1GG, Creature - Druid, 0/2. Whenever you play an enchantment spell, you may R, 3G, Enchantment. Whenever a forest is tapped for mana, its controller adds G to Cabal Coffers Vigorous Charge C, G, Instant. Kicker W. Target creature gains trample until end of turn. Whenever Cabal Pit that creature deals combat damage this turn, if you paid the kicker cost, you gain life equal to that damage. OD U, 2G, Instant. Target land becomes a 3/3 Caves of Kollos creature until end of turn. It's still a land. U. 1G. Sorcery. Destroy target blue or Centaur Garden black creature with flying **Wandering Stream** C, 2G, Sorcery. You gain 2 life for each basic land type among lands you control C. 1G. Creature - Druid Bear, 1/1, -: Add G to your mana pool. Threshold - Were-bear gets +3/+3. C, G, Enchant Creature. Enchanted crea-City of Brass ture may block as though it had flying. G: Return Whip Silk to its owner's hand C, G, Enchant Land. Whenever enchanted Coastal Tower land is tapped for mana, its controller adds G to his or her mana pool. C, 1G, Creature - Hound, 2/2. Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your U, 2G, Sorcery. Destroy target creature Crystal Quarry C, 2G, Creature - Elf, 1/1. When Wood Elves comes into play, search your library vour mana pool. for a forest card and nut that card into play. Then shuffle your library. Woodland Druid C. G. Creature - Druid. 1/2 Yavimava Enchantress 7th U, 2G, Creature - Druid, 2/2. Yavimaya Enchantress gets +1/+1 for each enchant-Deserted Temple R, 3G, Creature - Druid, 1/2. 3G, -: Re veal the top card of your library. If it's a Dromar's Cavern creature card, put it into play. Otherwise, Elfhame Palace L, Land. -: G Forsaken City

tokens into play.

draw a card.

Vivify

Draw a card.

Werebear

Whip Silk

Wild Growth

Wild Mongrel

choice until end of turn.

Wing Snare

Wood Elves

with flying

ment in play.

Zoologist

Wallon

Vernal Bloom

his or her mana pool.



Abandoned Outpost C, Land. Abandoned Outpost comes into play tapped. Add W to your mana pool.

Sacrifice Abandoned Outpost: Add one mana of any color to your mana pool. Adarkar Wastes R, Land. →: Add one colorless mana to your

mana pool. →: Add W or U to your mana pool. Adarkar Wastes deals 1 damage to you. Ancient Spring C, Land. Ancient Spring comes into play tapped. →: Add U to your mana pool. →. Sacrifice Ancient Spring: Add WB to your

mana pool. Archaeological Dig U, Land. →: Add one colorless mana to your mana pool. →, Sacrifice Archaeological Dig: Add one mana of any color to your

U. Land. -: Add R to your mana pool. Barbarian Ring deals 1 damage to you.

Threshold - R, →, Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target Battlefield Forge R, Land. →: Add one colorless mana to your mana pool. →: Add R or W to your mana pool. Battlefield Forge deals 1 damage to you. C, Land. Bog Wreckage comes into play tapped. →: Add B to your mana pool. →. Sacrifice Bog Wreckage: Add one mana of any color to your mana pool. R, Land. →: Add one colorless mana to your mana pool. →: Add G or W to your mana pool. Brushland deals 1 damage to you. U, Land. 2, →: Add B to your mana pool for each swamp you control. U, Land. →: Add B to your mana pool. Cabal Pit deals 1 damage to you. Threshold - B, , Sacrifice Cabal Pit: Target creature gets -2/-2 until end of turn. R, Land. →: Add one colorless mana to your mana pool. →: Add W or B to your mana pool. Caves of Koilos deals 1 damage to you. U, Land. →: Add G to your mana pool. Centaur Garden deals 1 damage to you. Threshold - G, →, Sacrifice Centaur Garden Target creature gets +3/+3 until end of turn. Cephalid Coliseum U, Land. →: Add U to your mana pool.
Cephalid Coliseum deals 1 damage to you. Threshold - U, →, Sacrifice Cephalid Coliseum: Target player draws three cards, then discards three cards from his or her hand. 7th R, Land. Whenever City of Brass becomes tapped, it deals 1 damage to you. →: Add one mana of any color to your mana pool. U. Land. Coastal Tower comes into play tapped. -: Add W or U to your mana pool. Crosis's Catacombs U. Land, Crosis's Catacombs is a Lair in addition to its land type. When Crosis's Catacombs comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand.

The state of the state R, Land. →: Add one colorless mana to your mana pool. 5, →: Add WUBRG to Darigaaz's Caldera U, Land. Darigaaz's Caldera is a Lair in addition to its land type. When Darigaaz's Caldera comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. -: Add B, R, or G to your mana pool. Darkwater Catacombs R, Land. 1, -: Add UB to your mana pool.

R, Land. →: Add one colorless mana to your mana pool. 1, →: Untap target land. U, Land. Dromar's Cavern is a Lair in addition to its land type. When Dromar's Cavern comes into play, sacrifice it unless you return

a non-Lair land you control to its owner's hand. -: Add W. U. or B to your mana pool. U, Land. Elfhame Palace comes into play tapped. →: Add G or W to your mana pool. 7th/IN/OD

R, Land. Forsaken City doesn't untap during your untap step. At the beginning of your upkeep, you may remove a card in your hand from the game. If you do, untap Forsaken City. -: Add one mana of any color to your mana pool. Geothermal Crevice

C, Land. Geothermal Crevice comes into play tapped. : Add R to your mana pool. Sacrifice Geothermal Crevice: Add BG to your mana pool. Irrigation Ditch

C. Land. Irrigation Ditch comes into play tapped. -: Add W to your mana pool. Sacrifice Irrigation Ditch: Add GU to your mana pool. Island 7th/IN/OD L. Land. -: U

Karplusan Forest R, Land. -: Add one colorless mana to your mana pool. -: Add R or G to your mana pool. Karplusan Forest deals 1 damage to you. Keldon Necropolis

R, Legendary Land. -: Add one colorless mana to your mana pool. 4R, -, Sacrifice a creature: Keldon Necropolis deals 2 damage to target creature or player.

Lianowar Wastes R. Land. -: Add one colorless mana to your mana pool. →: Add B or G to you mana pool. Llanowar Wastes deals 1 damage to you. Meteor Crater

R, Land. -: Choose a color of a permanent you control. Add one mana of that color to your mana pool. Mossfire Valley R, Land. 1, -: Add RG to your mana pool. Mountain 7th/IN/OD L. Land. →: R

Nomad Stadium U, Land. →: Add W to your mana pool.

Nomad Stadium deals 1 damage to you.

Threshold - W, →. Sacrifice Nomad Stadium: You gain 4 life. Petrified Field

R, Land. -: Add one colorless mana to your mana pool. -. Sacrifice Petrified Field: Return target land card from your graveyard to your hand. 7th/IN/OD

L, Land. -: W Ravaged Highlands C, Land. Ravaged Highlands comes into play tapped. →: Add R to your mana pool. →, Sacrifice Ravaged Highlands: Add one mana of any color to your mana pool.

Rith's Grove DS U, Land. Rith's Grove is a Lair in addition to its land type. When Rith's Grove comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand -Add R, G, or W to your mana pool.

Salt Marsh II. Land. Salt Marsh comes into play tapped. : Add U or B to your mana pool. Seafloor Debris C, Land. Seafloor Debris comes into play tapped. A: Add U to your mana pool. A: Sacrifice Seafloor Debris: Add one mana of any color to your mana pool Shadowblood Ridge

R, Land. 1, -: Add BR to your mana pool. Shiyan Oasis U, Land. Shivan Oasis comes into play tapped. -: Add R or G to your mana pool. Shivan Reef R, Land. -: Add one colorless mana to your

mana pool. →: Add U or R to your mana pool. Shivan Reef deals 1 damage to you. Skycloud Expanse R, Land. 1, -: Add WU to your mana pool.

Sulfur Vent C, Land. Sulfur Vent comes into play tapped. ⇒: Add B to your mana pool. ⇒, Sacrifice Sulfur Vent: Add UR to your mana pool. Sulfurous Springs

R, Land. -: Add one colorless mana to your mana pool. -: Add B or R to your mana pool. Sulfurous Springs deals 1 damage to you. **Sungrass Prairie**

R. Land. 1. -: Add GW to your mana pool. Swamp 7th/IN/OD L, Land. →: B Tainted Field

U, Land. →: Add one colorless mana to your mana pool. -: Add W or B to your mana pool. Play this ability only if you control a swamp. Tainted Isle

U, Land. →: Add one colorless mana to your mana pool. -: Add U or B to your mana pool. Play this ability only if you control a swamp. Tainted Peak

U, Land. →: Add one colorless mana to your mana pool. →: Add B or R to your mana pool. Play this ability only if you control a swamp Tainted Wood

U. Land. →: Add one colorless mana to your mana pool. >: Add B or G to your mana pool. Play this ability only if you control a swamp.

Tarnished Citadel R. Land. -: Add one colorless mana to your mana pool. Add one mana of any color to your mana pool. Tarnished Citadel deals 3 damage to you. Terminal Moraine

U, Land. →: Add one colorless mana to your mana pool. 2, -, Sacrifice Terminal Moraine: Search your library for a basic land card and put that card into play tapped. Then shuffle your library Timberland Pulne

C, Land. Timberland Ruins comes into play tapped. -: Add G to your mana pool. -, Sacrifice Timberland Ruins: Add one mana of any color to your mana pool. Tinder Farm

C, Land. Tinder Farm comes into play tapped. →: Add G to your mana pool. →, Sacrifica Tinder Farm: Add RW to your mana pool. SCRYE

U. Land. Treva's Ruins is a Lair in addition. to its land type. When Treva's Ruins comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. Add G, W, or U to your mana pool.

Underground River R, Land. →: Add one colorless mana to your mana pool. →: Add U or B to your mana pool. Underground River deals 1 damage to you. Urborg Volcano

U, Land. Urborg Volcano comes into play tapped. →: Add B or R to your mana pool. Yavimaya Coast

R, Land. →: Add one colorless mana to your mana pool. →: Add G or U to your mana pool. Yavimaya Coast deals 1 damage to you



C, 1R, Instant. Target creature gains haste until end of turn. Draw a card.

Acceptable Losses C, 3R, Sorcery. As an additional cost to play Acceptable Losses, discard a card at random from your hand. Acceptable Losses deals 5 damage to target creature.

Æther Flash U. 2RR. Enchantment. Whenever a creature comes into play, Æther Flash deals 2 damage to it.

Anarchist C, 4R, Creature - Townsfolk, 2/2. When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand

Ancient Kavu C, 3R, Creature - Kavu, 3/3. 2: Ancient Kavu becomes colorless until end of turn. Ashen Firebeast R, 6RR, Creature - Beast, 6/6. 1R: Ashen Firebeast deals 1 damage to each creature without flying.

Balduvian Barbarians C. 1RR. Creature - Barbarian, 3/2 **Balthor the Stout** R, 1RR, Creature - Dwarf Legend, 2/2. All Barbarians get +1/+1. R: Target Barbarian gets +1/+0 until end of turn.

Barbarian Lunatic C. 2R. Creature - Barbarian, 2/1, 2B. Sacrifice Barbarian Lunatic: Barbarian Lunatic deals 2 damage to target creature.

Barbarian Outcast C, 1R, Creature - Barbarian Beast, 2/2. When you control no swamps, sacrifice Barbarian Outcast.

Bash to Bits U, 3R, Instant. Destroy target artifact. Flashback 4RR

Battle Strain U. 1R. Enchantment. Whenever a creature blocks, Battle Strain deals 1 damage to that creature's controller.

R, 2RR, Enchantment. Creatures can't block Bend or Break R, 3R, Sorcery. Each player separates all land cards he or she controls into two faceup piles. For each player, an opponent chooses a pile. Destroy all lands in the cho-sen piles. Tap all lands in the other piles.

U, XR, Sorcery. Blaze deals X damage to target creature or player. Blazing Salvo

C, R, Instant. Blazing Salvo deals 3 damage to target creature unless that creature's controller has Blazing Salvo deal 5 damage **Bloodfire Colossus**

R, 6RR, Creature - Giant, 6/6. R, Sacrifice Bloodfire Colossus: Bloodfire Colossus deals 6 damage to each creature and each player, Bloodfire Dwarf

C, R, Creature - Dwarf, 1/1. R, Sacrifice Bloodfire Dwarf: Bloodfire Dwarf deals 1 damage to each creature without flying. **Bloodfire Infusion** C. 2R. Enchant Creature. Bloodfire Infu-

sion can enchant only a creature you con-

trol. R, Sacrifice enchanted creature: Bloodfire Infusion deals damage equal to the enchanted creature's power to each creature.

Bloodfire Kavu U, 2RR, Creature - Kavu, 2/2. R, Sacrifice Bloodfire Kavu: Bloodfire Kavu deals 2 damage to each creature.

Bloodshot Cyclops 7th R, 5R, Creature - Giant, 4/4. →, Sacrifice a creature: Bloodshot Cyclops deals damage equal to the sacrificed creature's power to target creature or player.

U, 3R, Instant. Destroy all islands **Bomb Squad** R. 3R. Creature - Dwarf, 1/1, -: Put a fuse counter on target creature. At the be ginning of your upkeen, put a fuse counter.

on each creature with a fuse counter on it.

Whenever a creature has four or more fuse counters on it, remove all fuse counters from it and destroy it. That creature deals 4 damage to its controller.

Breath of Darigaaz U, 1R, Sorcery. Kicker 2. Breath of Darigaaz deals 1 damage to each creature without flying and each player. If you paid the kicker cost. Breath of Darigaaz deals 4 damage to each creature without flying and each player instead.

Burning Sands R, 3RR, Enchantment. Whenever a cre ture is put into a graveyard from play, that

creature's controller sacrifices a land. Caldera Kavu C, 2R, Creature - Kavu, 2/2. 1B: Caldera Kavu gets +1/+1 until end of turn. G: Caldera Kavu becomes the color of your

choice until end of turn. **Callous Giant** R, 4RR, Creature - Giant, 4/4. If a source

would deal 3 damage or less to Callous Giant, prevent that damage. Chainflinger

C. 3R. Creature - Beast 2/2 1R → Chainflinger deals 1 damage to target creature or player. Threshold - 2R, -: Chainflinger deals 2 damage to target creature or player

Chance Encounter R. 2RR. Enchantment, Whenever you win

a coin flip, put a luck counter on Chance Encounter. At the beginning of your upkeep, if Chance Encounter has ten or more luck counters on it, you win the game. Chaotic Strike

U. 1R, Instant, Play Chaotic Strike only during combat after blockers are declared. Flip a coin. If you win the flip, target creature gets +1/+1 until end of turn. Draw a card. Collapsing Borders

R. 3R. Enchantment. At the beginning of each player's upkeep, that player gains 1 life for each basic land type among lands he or she controls. Then Collapsing Bor-ders deals 3 damage to him or her.

Crackling Club C, R, Enchant Creature. Enchanted creature gets +1/+0. Sacrifice Crackling Club: Crackling Club deals 1 damage to target creature.

Crazed Firecat U, 5RR, Creature - Cat, 4/4. When Crazed Firecat comes into play, flip a coin until you lose a flip. Put a +1/+1 counter on Crazed

Firecat for each flip you win. Crimson Hellkite R, 6RRR, Creature - Dragon, 6/6. Flying. X, . Crimson Hellkite deals X damage to tar get creature. Spend only red mana this way.

Crown of Flames C, R, Enchant Creature. R: Enchanted creature gets +1/+0 until end of turn. R: Return Crown of Flames to its owner's hand. Deadapult

R, 2R, Enchantment. R, Sacrifice a Zombie: Deadapult deals 2 damage to target creature or player.

Demolish U, 3R, Sorcery. Destroy target artifact or land. Demoralize OD C, 2R, Instant. Each creature can't be

blocked this turn except by two or more creatures. Threshold - Creatures can't block this turn.

Desolation Giant R, 2RR, Creature - Giant, 3/3. Kicker WW. When Desolation Giant comes into play, destroy all other creatures you control. If

you paid the kicker cost, destroy all other creatures instead **Devastating Dreams** R, RR, Sorcery. As an additional cost to

play Devastating Dreams, discard X cards at random from your hand. Each player sacrifices X lands. Devastating Dreams deals X damage to each creature.

Disorder U, 1R, Sorcery. Disorder deals 2 damage to each white creature and each player who controls a white creature.

Dwarven Grunt OD C, R, Creature - Dwarf, 1/1. Mountainwalk Dwarven Landslide C, 3R, Sorcery. Kicker - 2R, Sacrifice a land. Destroy target land. If you paid the kicker cost, destroy another target land. **Dwarven Patrol** U, 2R, Creature - Dwarf, 4/2. Dwarven Patrol doesn't untap during your untap step. Whenever you play a nonred spell, untap Dwarven Patrol. **Dwarven Recruite** U, 2R, Creature - Dwarf, 2/2. When Dwarven Recruiter comes into play, search your library for any number of Dwarf cards and reveal those cards. Shuffle your library. then put them on top of it in any order. Dwarven Shrine OD R, 1RR, Enchantment. Whenever a player same name as that spell. Dwarven Strike Force U. 4R. Creature - Dwarf, 4/3, Discard a

plays a spell, Dwarven Shrine deals X damage to that player, where X is twice the number of cards in all graveyards with the

card at random from your hand: Dwarven Strike Force gains first strike and haste until end of turn. Farth Rift

C, 3R, Sorcery. Destroy target land. Flashback 5RR. Earthquake

R, XR, Sorcery. Earthquake deals X damage to each creature without flying and each player. **Ember Reast** OD C, 2R, Creature - Beast, 3/4. Ember Beast can't attack or block alone

Engulfing Flames U, R, Instant. Engulfing Flames deals 1 damage to target creature. It can't be re-generated this turn. Flashback 3R.

Enslaved Dwarf C, R, Creature - Dwarf, 1/1. R, Sacrifice Enslaved Dwarf: Target black creature gets +1/+0 and gains first strike until end of turn. Epicenter OD

R, 4R, Sorcery. Target player sacrifices a land. Threshold - All players sacrifice all lands instead.

R. 2R. Enchantment. Creatures you control have haste.

Fiery Temper C. 1RR, Instant, Fiery Temper deals 3 damage to target creature or player. Madness R Final Fortune

B. BB. Instant. Take an extra turn after this one. At the end of that turn, you lose the game.

Fire Elemental U, 3RR, Creature - Elemental, 5/4 Firebolt

C, R, Sorcery. Firebolt deals 2 damage to target creature or player. Flashback 4R Firebrand Ranger

U, 1R, Creature - Soldier, 2/1. G, -: Put a basic land card from your hand into play. Flame Burst C, 1R, Instant. Flame Burst deals X dam-

age to target creature or player, where X is 2 plus the number of cards named Flame Burst in all graveyards. Flametongue Kavu U, 3R, Creature - Kavu, 4/2. When Flame-

tongue Kavu comes into play, it deals 4 damage to target creature. Flaming Gambit U. XR. Instant, Flaming Gambit deals X

damage to target player. That player may choose a creature he or she controls and have Flaming Gambit deal that damage to it instead. Flashback XRR Flash of Defiance

C, 1R, Sorcery. Players can't block with green and/or white creatures this turn. Flashback - 1R, Pay 3 life. Frenetic Ogre U, 4R, Creature - Ogre, 2/3. R, Discard a

card at random from your hand: Frenetic Ogre gets +3/+0 until end of turn. **Ghitu Fire** R, XR, Sorcery. You may play Ghitu Fire

any time you could play an instant if you pay 2 more to play it. Ghitu Fire deals X damage to target creature or player. Ghitu Fire-Eater

U, 2R, Creature - Nomad, 2/2. →, Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals damage equal to its power to target creature or player. Goblin Chariot

C, 2R, Creature - Goblin, 2/2. Haste Goblin Digging Team C, R, Creature - Goblin, 1/1. - Sacrifice Goblin Digging Team: Destroy target Wall. Goblin Flite Infantry C, 1R, Creature - Goblin, 2/2. Whenever Goblin Elite Infantry blocks or becomes

blocked, it gets -1/-1 until end of turn.

Goblin Game PS R, 5RR, Sorcery. Each player hides at least one object, then all players reveal them si-multaneously. Each player loses life equal to the number of objects he or she revealed. The player who revealed the fewest objects then loses half his or her life, rounded up. If two or more players are tied for fewest each loses half his or her life, rounded up,

Goblin Gardener C, 3R, Creature - Goblin, 2/1. When Goblin Gardener is put into a graveyard from play, destroy target land.

Goblin Glider U, 1R, Creature - Goblin, 1/1. Flying. Goblin Glider can't block

Goblin King R, 1RR, Creature - Lord, 2/2. All Goblins get +1/+1 and have mountainwalk Goblin Matron

U. 2R. Creature - Goblin, 1/1, When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library.

Goblin Raider C, 1R, Creature - Goblin, 2/2. Goblin Raider can't block

Goblin Ringleader U, 3R, Creature - Goblin, 2/2. Haste. When Goblin Ringleader comes into play, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library.

Goblin Spelunkers C, 2R, Creature - Goblin, 2/2. Mountainwalk

Goblin Spy
U, R, Creature - Goblin, 1/1. Play with the Goblin War Drums

U, 2R, Enchantment. Each creature you control can't be blocked except by two or more creatures.

Granite Grip C, 2R, Enchant Creature. Enchanted creature gets +1/+0 for each mountain you control. **Grim Lavamancer**

R, R, Creature - Wizard, 1/1. R, -, Remove two cards in your graveyard from the game: Grim Lavamancer deals 2 damage to target creature or player.

Halam Diinn U, 5R, Creature - Djinn, 6/5. Haste. Halam Djinn gets -2/-2 as long as red is the most common color among all permanents or is tied for most common.

Halberdier C, 3R, Creature - Barbarian, 3/1. First strike Hell-Bent Raider R, 1RR, Creature - Barbarian, 2/2. First strike, haste. Discard a card at random from your hand: Hell-Bent Raider gains

protection from white until end of turn Hill Giant

C. 3R. Creature - Giant. 3/3 Hooded Kayı

C, 2R, Creature - Kavu, 2/2. B: Hooded Kavu can't be blocked this turn except by artifact creatures and/or black creatures. Illuminate U, XR, Sorcery. Kicker 2R and/or 3U. Illuminate deals X damage to target creature.

If you paid the 2R kicker cost, Illuminate deals X damage to that creature's con-troller. If you paid the 3U kicker cost, you draw X cards. **Impatience** R, 2R, Enchantment. At the end of each

player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him or her. Implode

U, 4R, Sorcery. Destroy target land. Draw a card. Impulsive Maneuvers

R, 2RR, Enchantment. Whenever a creature attacks, flip a coin. If you win the flip, bat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal combat damage this turn, prevent that damage. Inferno

R, 5RR, Instant. Inferno deals 6 damage to each creature and each player.

C, 2R, Enchant Creature. Whenever enchanted creature becomes tapped, Insolence deals 2 damage to that creature's controller

Kamahl Pit Fighter R, 4RR, Creature - Barbarian Legend, 6/1 Haste - Kamahl Pit Fighter deals 3 damage to target creature or player. Kamahl's Desire

C. 1R. Enchant Creature. Enchanted creature has first strike. Threshold - Enchanted creature gets +3/+0.

Kamahl's Sledge
C, SRR, Sorcery. Kamahl's Sledge deals 4
damage to target creature. Threshold - Instead Kamahl's Sledge deals 4 damage to that creature and 4 damage to that creature's controller.

Kavu Aggressor C, 2R, Creature - Kavu, 3/2. Kicker 4. Kavu Aggressor can't block. If you paid the kicker cost, Kavu Aggressor comes into play with a +1/+1 counter on it.

Kavu Glider

C 2B Creature - Kavii 2/1 W: Kavii Glider gets +0/+1 until end of turn. U: Kavu Glider gains flying until end of turn. Kavu Monarch

R, 2RR, Creature - Kavu, 3/3. All Kavu have trample. Whenever another Kavu comes into play, put a +1/+1 counter on Kavu Monarch Kavu Recluse

C. 2R. Creature - Kayu. 2/2. →: Target land becomes a forest until end of turn.

Kavu Runner IN U. 3R. Creature - Kavu. 3/3. Kavu Runner has haste as long as no opponent controls a white or blue creature.

Kavu Scout C, 2R, Creature - Kavu, 0/2. Kavu Scout gets +1/+0 for each basic land type among lands you control.

Keldon Mantle C, 1R, Enchant Creature, B: Regenerate

enchanted creature. R: Enchanted creature gets +1/+0 until end of turn. G: Enchanted creature gains trample until end of turn. Lava Axe

C, 4R, Sorcery. Lava Axe deals 5 damage to target player.

Lava Blister U, 1R, Sorcery. Destroy target nonbasic land unless its controller has Lava Blister deal 6 damage to him or her.

Lightning Blast C, 3R, Instant. Lightning Blast deals 4 damage to target creature or player.

Lightning Dart U, 1R, Instant. Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.

Lightning Elemental C, 3R, Creature - Elemental, 4/1. Haste Liquid Fire OD U, 4RR, Sorcery. Liquid Fire deals 5 dam-

age divided as you choose between tal creature and that creature's controller. Loafing Giant

4R, Creature - Giant, 4/6. Whenever Loafing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Loafing Giant would deal this turn.

Longhorn Firebeast C, 2R, Creature - Beast, 3/2. When Longhom Firebeast comes into play, any opponent may have it deal 5 damage to him or her. If a

player does, sacrifice Longhorn Firebeast. Mad Dog C, 1R, Creature - Hound, 2/2. At the end of your turn, if Mad Dog didn't attack or come

under your control this turn, sacrifice it. Mages' Contest R. 1RR. Instant. You and target spell's

controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding when the high bid stands. The high est bidder loses life equal to the high bid. If you win the bidding, counter that spell. Magma Burst

C, 3R, Instant. Kicker - Sacrifice two lands. Magma Burst deals 3 damage to target creature or player. If you paid the kicker cost, Magma Burst deals 3 damage to another target creature or player.

Magma Vein U, 2R, Enchantment. R, Sacrifice a land: Magma Vein deals 1 damage to each creature without flying. Magnivore

R, 2RR, Creature - Lhurgoyf, */*. Haste. Magnivore's power and toughness are each equal to the number of sorcery cards in all graveyards. Mana Clash

R, R, Sorcery. You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip. Maniacal Page

C, 1R, Enchant Creature. Enchanted creature gets +2/+2 and can't block. Mine Layer R, 3R, Creature - Dwarf, 1/1. 1R, =: Put a mine counter on target land. Whenever a land with a mine counter on it becomes tapped, destroy it. When Mine Layer leaves

remove all mine counters from all lands SCRYE

Minotaur Explorer U, 1R, Creature - Minotaur, 3/3. When Minotaur Explorer comes into play, sac fice it unless you discard a card at random from your hand. Minotaur Tactician

taur Tactician gets +1/+1 as long as you con-trol a white creature. Minotaur Tactician gets +1/+1 as long as you control a blue creature. Mire Kayu C, 3R, Creature - Kavu, 3/2. Mire Kavu gets +1/+1 as long as you control a swamp.

C. 3R. Creature - Minotaur, 1/1, Haste, Mino-

Mogg Jailer .U, 1R, Creature - Goblin, 2/2. Mogg Jailer can't attack if defending player controls an untapped creature with power 2 or less. Mogg Sentry

R, R, Creature - Goblin, 1/1. Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn.

Molten Influence R, 1R, Instant. Counter target instant or sorcery spell unless its controller has Molten Influence deal 4 damage to him or her.

R 2B Instant Target player removes all land cards in his or her graveyard from the game. Need for Speed R, R, Enchantment, Sacrifice a land: Target creature gains haste until end of turn.

Obliterate R, 6RR, Sorcery. Obliterate can't be coun-tered. Destroy all artifacts, creatures, and lands. They can't be regenerated.

Obstinate Familiar R, R, Creature - Lizard, 1/1. If you would draw a card, you may skip that draw instead. Ogre Taskmaster 7th U, 3R, Creature - Ogre, 4/3. Ogre

Taskmaster can't block R, 1R, Creature - Goblin, 4/4. Okk can't attack unless a creature with greater power also attacks. Okk can't block unless a crea-

ture with greater power also blocks Orcish Artillery U, 1RR, Creature - Orc, 1/3. -: Orcish

Artillery deals 2 damage to target creature or player and 3 damage to you. Orcish Oriflamme

U, 3R, Enchantment. Attacking creatures you control get +1/+0. Overload

C, R, Instant. Kicker 2. Destroy target artifact if its converted mana cost is 2 or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is 5 or less instead.

Overmaster R, R, Sorcery. The next instant or sorcery spell you play this turn can't be countered by spells or abilities. Draw a card.

Pardic Arsonist U, 2RR, Creature - Barbarian, 3/3. Threshold - When Pardic Arsonist comes into play, it deals 3 damage to target creature or player

Pardic Collaborator U, 3R, Creature - Barbarian, 2/2. First strike. B: Pardic Collaborator gets +1/+1 until end of turn. Pardic Firecat

C, 3R, Creature - Cat, 2/3. Haste. If Pardic Firecat is in a graveyard, Flame Burst's effect counts it as a card named Flame Burst Pardic Lancer TR C, 4R, Creature - Barbarian, 3/2. Discard

a card at random from your hand: Pardic Lancer gets +1/+0 and gains first strike until end of turn

Pardic Miner R, 1R, Creature - Dwarf, 1/1. Sacrifice Pardic Miner: Target player can't play lands this turn. Pardic Swordsmith

C, 2R, Creature - Dwarf, 1/1. R, Discard a card at random from your hand: Pardic Swordsmith gets +2/+0 until end of turn. Petradon

R. 6BB. Creature - Nightmare Beast, 5/6. When Petradon comes into play, remove two target lands from the game. When Petradon leaves play, return the removed cards to play under their owners' control. R; Petradon gets +1/+0 until end of turn. Detravark

C. 3R. Creature - Nightmare Beast, 2/2. When Petravark comes into play, remove target land from the game. When Petravark leaves play, return the removed card to play under its owner's control.

U, 1RR, Sorcery. Destroy target artifact or land. It can't be regenerated. Pitchstone Wall

U, 2R, Creature - Wall, 2/5. Whenever you discard a card from your hand, you may sacrifice Pitchstone Wall. If you do, return the discarded card from your grave Planeswalker's Fury R. 2R. Enchantment, 3R: Target opponent reveals a card at random in his or her hand. Planeswalker's Fury deals damage equal to that card's converted mana cost to that player. Play this ability only any time you could play a sorcery.

Possessed Barbarian R, 2RR, Creature - Barbarian Horror, 3/3. First strike. Threshold - Possessed Barbar ian gets +1/+1, is black, and has "2B, -: Destroy target red creature

Pouncing Kavu C. 1R. Creature - Kayu. 1/1, Kicker 2R. First strike. If you paid the kicker cost, Pouncing Kavu comes into play with two +1/+1 counters on it and with haste.

Price of Glory U, 2R, Enchantment. Whenever a player taps a land for mana during another player's turn, destroy that land, Pygmy Pyrosaur

C, 1R, Creature - Lizard, 1/1. Pygmy Pyrosaur can't block. R: Pygmy Pyrosaur gets +1/+0 until end of turn.

Pyroclasm U, 1R, Sorcery. Pyroclasm deals 2 damage to each creature.

Pyromania U. 2R, Enchantment, 1R, Discard a card at random from your hand: Pyromania deals 1 damage to target creature or player. 1R, Sacrifice Pyromania: Pyromania deals 1 damage to target creature or player.

Pyrotechnics U, 4R, Sorcery. Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players.

R 3RR, Instant. Choose target instant or sorcery spell that targets only a single permanent or player. For each other permanent or player that spell could target, put a copy of the spell onto the stack. Each copy targets a different

one of those permanents and players. Rage Weaver U, 1R, Creature - Wizard, 2/1. 2. Target black or green creature gains haste until end of turn.

Raging Goblin 7th C, R, Creature - Goblin, 1/1. Haste Raka Disciple C. R. Creature - Wizard, 1/1, W. -: Prevent the next 1 damage that would be dealt to target creature or player this turn. U, -:

Target creature gains flying until end of turn. Raka Sanctuary U, 2R, Enchantment. At the beginning of

your upkeep, if you control a white or blue permanent, Raka Sanctuary deals 1 damage to target creature. If you control a white permanent and a blue permanent, Raka Sanctuary deals 3 damage to that creature instead Rakavolver

R, 2R, Creature - Volver, 2/2. Kicker 1W and/or IJ If you paid the 1W kicker cost Rakavolver comes into play with two +1/+1 count-ers on it and with "Whenever Rakavolver deals damage, you gain that much life." If you paid the U kicker cost, Rakavolver comes into play

Reckless Charge C, R, Sorcery. Target creature gets +3/+0 and gains haste until end of turn. Flashback 2R. Reckless Embermage

with a +1/+1 counter on it and with flying.

R, 3R, Creature - Wizard, 2/2. 1R: Reck less Embermage deals 1 damage to target creature or player and 1 damage to itself

U, 1R, Sorcery. Target sorcery card in your graveyard gains flashback until end of turn. If you play that card this turn, its flashback cost becomes equal to its mana cost as you play it. Flashback 3R. Reflexes

C, R, Enchant Creature. Enchanted crea ture has first strike. Relentless Assault

R, 2RR, Sorcery. Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

Rites of Initiation C, R, Instant. Discard any number of cards at random from your hand. Creatures you control get +1/+0 until end of turn for each card discarded this way. Roque Kavu

1R, Creature - Kavu, 1/1. Whenever Rogue Kavu attacks alone, it gets +2/+0 until end of turn. Ruby Leech R, 1R, Creature - Leech, 2/2. First strike.

Red spells you play cost R more to play. Sabretooth Tiger C, 2R, Creature - Cat, 2/1. First strike Savage Firecat R. 3RR, Creature - Cat. 0/0. Trample.

Savage Firecat comes into play with seven +1/+1 counters on it. Whenever you tap a land for mana, remove a +1/+1 counter

Savage Offensive
C, 1R, Sorcery. Kicker G. Creatures you control gain first strike until end of turn. I you paid the kicker cost, they get +1/+1

until end of turn. Scarred Puma C. R. Creature - Cat. 2/1. Scarred Puma

can't attack unless a black or green creature also attacks. Scorching Lava C, 1R, Instant. Kicker R. Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.

Scorching Missile OD C, 3R, Sorcery. Scorching Missile deals 4 damage to target player. Flashback 9R.

Searing Rays U, 2R, Sorcery. Choose a color. Searing
Rays deals damage to each player equal to
the number of creatures of that color that player controls

Seismic Assault R, RRR, Enchantment. Discard a land card from your hand: Seismic Assault deals 2 damage to target creature or player.

Seize the Day R, 3R, Sorcery. Untap target creature. After this phase, there is an additional

combat phase followed by an additional main phase. Flashback 2R.

C. 1R. Instant. Destroy target artifact Shivan Dragon 7th R, 4RR, Creature - Dragon, 5/5. Flying. R:

Shivan Dragon gets +1/+0 until end of turn. Shivan Emissary

U, 2R, Creature - Wizard, 1/1. Kicker 1B. When Shivan Emissary comes into play, if you paid the kicker cost, destroy target nonblack creature. It can't be regenerated.

Shivan Harvest U, 1R, Enchantment, 1R, Sacrifice a creature: Destroy target nonbasic land

C, R, Instant, Shock deals 2 damage to target creature or player.

Shower of Coals U, 3RR, Sorcery. Shower of Coals deals 2 damage to each of up to three target creatures and/or players. Threshold - Shower of Coals deals 4 damage to each of those

creatures and/or players instead. C. B. Instant. Singe deals 1 damage to tar-

get creature. That creature becomes black until end of turn. Skittish Kavu

U, 1R, Creature - Kavu, 1/1. Skittish Kavu gets +1/+1 as long as no opponent controls a white or blue creature Skizzik

R, 3R, Creature - Elemental, 5/3. Kicker R. Trample; haste. At end of turn, sacrifice Skizzik unless the kicker cost was paid. Skullscorch

R, RR, Sorcery. Target player discards two cards at random from his or her hand un-less that player has Skullscorch deal 4 damage to him or her. Slimy Kayu

C, 2R, Creature - Kavu, 2/2. →: Target land becomes a swamp until end of turn. Slingshot Goblin C, 2R, Creature - Goblin, 2/2. R, →: Slingshot Goblin deals 2 damage to target blue creature.

Smash C, 2R, Instant. Destroy target artifact. Draw a card. Sonic Seizure

C, R, Instant. As an additional cost to play Sonic Seizure, discard a card at random from your hand. Sonic Seizure deals 3 damage to target creature or player. Spark Mage

U, R, Creature - Dwarf Wizard, 1/1. When-ever Spark Mage deals combat damage to a player, you may have Spark Mage deal 1 damage to target creature that player controls Spitting Earth

C, 1R, Sorcery. Spitting Earth deals damage equal to the number of mountains you control to target creature.

Stand or Fall R, 3R, Enchantment. At the beginning of your combat phase, separate all creatures defending player controls into two face-up piles. Only creatures in the pile of that play-

er's choice may block this turn

Steam Vines U, 1RR, Enchant Land. When enchanted land becomes tapped, destroy it and Steam Vines deals 1 damage to that land's controller. That player moves Steam Vines to a land of his or her choice.



Stone Rain C, 2R, Sorcery. Destroy target land.

Storm Shaman 7 U, 2R, Creature - Cleric, 0/4. R: Storm Shaman gets +1/+0 until end of turn.

U. R. Sorcery. Strafe deals 3 damage to target nonred creature.

C, 1R, Instant. Target creature can't block this turn. Draw a card.

Sudden Impact 7th U, 3R, Instant. Sudden Impact deals damage equal to the number of cards in target player's hand to that player

Tahngarth, Tairuum H R. 3RR, Creature - Minotaur Legend, 4/4. Attacking doesn't cause Tahngarth, Talru-um Hero to tap. 1R, : Tahngarth deals damage equal to its power to target crea-ture. That creature deals damage equal to its power to Tahngarth.

R, 2R, Enchantment. Whenever a land comes into play, tap all lands its controller controls

U, 3R, Instant. Untap target creature with power less than the number of cards in your graveyard and gain control of it until end of turn. That creature gains haste until end of turn

C. 4R, Instant, Thermal Blast deals 3 dam-

Thunderscape Apprentice IN C, R, Creature - Wizard, 1/1. B, →: Target player loses 1 life. G, →: Target creature aets +1/+1 until end of turn.

and/or G. When Thunderscape Battlemage comes into play, if you paid the 1B kicker cost, target player discards two cards from r hand. When Thunderscape Battlemage comes into play, if you paid the G kicker cost, destroy target enchantment

Black spells and green spells you play cost 1 less to play.

Thunderscape Master R, 2RR, Creature - Wizard, 2/2. BB, >: Target player loses 2 life and you gain 2 life. GG, >: Creatures you control get +2/+2 until end of turn.

Trained Orgo R. 6R. Creature - Beast, 6/6

C, 1R, Sorcery. Each player sacrifices a land. Tremor C, R, Sorcery. Tremor deals 1 damage to

Tribal Flames C, 1R, Sorcery. Tribal Flames deals X damage to target creature or player where X is the number of basic land types among

Tundra Kavu C, 2R, Creature - Kavu, 2/2. →: Target land becomes a plains or an island until end of turn.

Turf Wound C, 2R, Instant. Target player can't play land cards this turn. Draw a card.

be countered by spells or abilities. Urza's Rage deals 3 damage to target creature or player If you paid the kicker cost instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented

Violent Eruption

U, 1RRR, Instant. Violent Eruption deals 4 damage divided as you choose among any number of target creatures and/or players

C, 1R, Sorcery. Volcanic Hammer deals 3 damage to target creature or player.

U, 1R, Sorcery. Volcanic Spray deals 1 damage to each creature without flying and each player. Flashback 1R.

Volley of Boulders OD R, 8R, Sorcery. Volley of Boulders deals 6 damage divided as you choose among any number of target creatures and/or players. Flashback RRRRRR.

Wall of Fire 7th U, 1RR, Creature - Wall, 0/5. R: Wall of Fire gets +1/+0 until end of turn

U, 2RR, Creature - Dwarf, 1/1. →: Whipkeeper deals damage to target creature equal to the damage already dealt to it this turn. ld Research

R 2R Enchantment 1W: Search your library for an enchantment card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library. 1U: Search you library for an instant card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.

R. 4RR. Sorcery. Fach player sacrifices four lands. Wildfire deals 4 damage to each creature.

C, 2R, Instant. Zap deals 1 damage to target creature or player. Draw a card



Assault / Battery IN U, R / 3G, Sorcery / Sorcery. Assault deals 2 damage to target creature or player. / Put a 3/3 green Elephant creature token into play.

II 1R / 1II Instant / Instant Fire deals 2 damage divided as you choose among any number of target creatures and/or players. Tap target permanent. Draw a card.

Illusion / Reality AP U, U / 2G, Instant / Instant. Target spell or permanent becomes the color of your choice until end of turn. / Destroy target artifact.

Life / Death U, G / 1B, Sorcery / Sorcery. Until end of turn, all lands you control are 1/1 creatures that are still lands. / Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.

Night / Day AF U, B / 2W, Instant / Instant. Target creature nets -1/-1 until end of turn. / Creatures target player controls get +1/+1 until end of turn.

U. 3W / 2B. Instant / Instant Remove tar get attacking creature from the game. / Creatures can't block this turn.

Pain / Suffering IN U, B / 3R, Sorcery / Sorcery. Target player discards a card from his or her hand. / Destroy target land.

Spite / Malice U. 3U / 3B. Instant / Instant, Counter tarnoncreature spell. / Destroy target nonblack creature. It can't be regenerated.

Stand / Deliver W / 2U, Instant / Instant. Prevent the next 2 damage that would be dealt to target creature this turn. / Return target per-manent to its owner's hand.

Wax / Wane U, G / W, Instant / Instant. Target creature gets +2/+2 until end of turn. / Destroy target enchantment



WHITE

Aegis of Honor Ol R, W, Enchantment, 1: The next time an OD Alabaster Leech R, W, Creature - Leech, 1/3. White spells you play cost W more to play Ancestrai Tribute

R, 5WW, Sorcery. You gain 2 life for each card in your graveyard. Flashback 9WWW. Angel of Mercy U, 4W, Creature - Angel, 3/3. Flying. When Angel of Mercy comes into play, you gain 3 life. Angel of Retribution R, 6W, Creature - Angel, 5/5. Flying, first strike Angelfire Crusader AP C, 3W, Creature - Soldier, 2/3. R: Angelfire Crusader gets +1/+0 until end of turn.

Angelic Page 7. C, 1W, Creature - Spirit, 1/1. Flying. Target attacking or blocking creature gets +1/+1 until end of turn.

Angelic Wali C, 1W, Creature - Wall, 0/4. Flying

Animai Boneyard OD U, 2W, Enchant Land. Enchanted land has ">, Sacrifice a creature: You gain life equal to that creature's toughness."

Ardent Militia U. 4W, Creature - Soldier, 2/5. Attacking doesn't cause Ardent Militia to tap. Ardent Soidier

C, 1W, Creature - Soldier, 1/2. Kicker 2. At-tacking doesn't cause Ardent Soldier to tap. If you paid the kicker cost. Ardent Soldier comes into play with a +1/+1 counter on it. Atalya, Samite Master R, 3WW, Creature - Cleric Legend, 2/3. X, →: Choose one - Prevent the next X damage that would be dealt to target crea-

ture this turn; or you gain X life. Spend only white mana this way. Aura Blast C, 1W, Instant. Destroy target enchantment. Draw a card.

Auramancer C, 2W, Creature - Wizard, 2/2. When Auramancer comes into play, you may return target enchantment card from your graveyard to your hand.

Aurora Griffin C, 3W, Creature - Griffin, 2/2. Flying. W: Target permanent becomes white until end of turn

Aven Archer U, 3WW, Creature - Bird Soldier, 2/2. Flying. 2W, : Aven Archer deals 2 damage to target attacking or blocking creature.

Aven Cloudchaser C, 3W, Creature - Bird Soldier, 2/2. Fly-ing. When Aven Cloudchaser comes into play, destroy target enchantment,

Aven Flock C, 4W, Creature - Bird Soldier, 2/3. Flying. W: Aven Flock gets +0/+1 until end of turn Aven Shrine OD R, 1WW, Enchantment. Whenever a player

plays a spell, that player gains X life, where X is the number of cards in all graveyards with the same name as that spell. Aven Trooper

3W, Creature - Bird Soldier, 1/1. Flying. 2W, Discard a card from your hand: Aven Trooper gets +1/+2 until end of turn. Balancing Act

R, 2WW, Sorcery. Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards from his or her hand the same way.

Beloved Chaplain U, 1W, Creature - Cleric, 1/1. Protection from creatures

Renalish Emissan U, 2W, Creature - Wizard, 1/4. Kicker 1G. When Benalish Emissary comes into play, if you paid the kicker cost, destroy target land. Benalish Heralds U, 3W, Creature - Soldier, 2/4. 3U, →: Draw a card.

Benalish Lancer C, 2W, Creature - Knight, 2/2. Kicker 2W

you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and with first strike **Benalish Trapper**

C, 1W, Creature - Soldier, 1/2. W, →: Tap target creature **Blessed Orator**

U, 3W, Creature - Cleric, 1/4. Other creatures you control get +0/+1 **Blessed Reversal**

R, 1W, Instant. You gain 3 life for each creature attacking you. **Blinding Light** U, 2W, Sorcery. Tap all nonwhite creatures. Breath of Life U, 3W, Sorcery. Return target creature

card from your graveyard to play.

Cantivore
R, 1WW, Creature - Lhurgoyl, */*. Attacking doesn't cause Cantivore to tap. Cantivore's power and toughness are each equal to the number of enchantment cards in all graveyards

Capashen Unicorn C, 1W, Creature - Unicorn, 1/2. 1W, → Sacrifice Capashen Unicorn: Destroy target artifact or enchantment.

U, 3W, Enchantment. Untapped creatures you control get +0/+2.

Cease-Fire C, 2W, Instant. Target player can't play creature spells this turn. Draw a card Circle of Protection: Black 7th C, 1W, Enchantment. 1: The next time a

black source of your choice would deal damage to you this turn, prevent that damage. Circle of Protection: Blue 7th

C, 1W, Enchantment. 1: The next time a blue source of your choice would deal damage to you this turn, prevent that damage. Circle of Protection: Green 7th

C, 1W, Enchantment. 1: The next time a green source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Red 7th red source of your choice would deal damage to you this turn, prevent that damage Circle of Protection: White 7th C. 1W. Enchantment, 1: The next time a white source of your choice would deal damage to you this turn, prevent that dam-

Cleansing Meditation Ti U, 1WW, Sorcery. Destroy all enchant-ments. Threshold - Instead destroy all enchantments, then return to play all cards in your graveyard destroyed this way.

Cloudchaser Eagle 7th C, 3W, Creature - Bird, 2/2. Flying. When Cloudchaser Eagle comes into play, destroy target enchantment.

Coalition Flag
U, W, Enchant Creature. Coalition Flag can enchant only a creature you control. Enchanted creature's type is Flagbearer. If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

Coalition Honor Guard C, 3W, Creature - Flagbearer, 2/4. If a spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target. Confessor

C, W, Creature - Cleric, 1/1. Whenever a player discards a card from his or her hand, you may gain 1 life.

Crimson Acolyte C. 1W. Creature - Cleric, 1/1, Protection from red. W: Target creature gains protection from red until end of turn.

Crossbow Infantry 7th C, 1W, Creature - Soldier, 1/1. → Cross-bow Infantry deals 1 damage to target attacking or blocking creature

Crusading Knight R, 2WW, Creature - Knight, 2/2. Protection from black. Crusading Knight gets +1/+1 for each swamp your opponents control.

Death or Glory R, 4W, Sorcery. Separate all creature cards in your graveyard into two face-up piles. Remove the pile of an opponent's choice from the game and return the other to play.

Dedicated Martyr C, W, Creature - Cleric, 1/1. W, Sacrifice Dedicated Martyr: You gain 3 life.

Dega Disciple C, W, Creature - Wizard, 1/1. B, -: Target creature gets -2/-0 until end of turn. R, -: Target creature gets +2/+0 until end of turn.

Dega Sanctuary
U, 2W, Enchantment. At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead

Degavolver R, 1W, Creature - Volver, 1/1. Kicker 1B and/or R. If you paid the 1B kicker cost. Degavolver comes into play with two +1/+1 counters on it and with "Pay 3 life: Regen erate Degavolver." If you paid the R kicker cost, Degavolver comes into play with a +1/+1 counter on it and with first strike

Delaying Shield R. 3W. Enchantment. If you would be dealt damage, put that many delay counters on Delaying Shield instead. At the beginning of your upkeep, remove all delay counters from Delaying Shield. For each delay counter removed this way, you lose 1

SCRYE

Devoted Caretaker OD R, W, Creature - Cleric, 1/2. W, →: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn

Disciple of Kangee PS C, 2W, Creature - Wizard, 2/2. U, →: Target creature gains flying and becomes blue until end of turn.

Disenchant 70 C, 1W, Instant. Destroy target artifact or enchantment.

Dismantling Blow C, 2W, Instant. Kicker 2U. Destroy target artifact or enchantment. If you paid the kicker cost, draw two cards

U, 3W, Enchantment. Tap two untapped creatures you control: Tap target creature. Divine Light
C, W, Sorcery. Prevent all damage that would be dealt this turn to creatures you control.

Divine Presence R. 2W. Enchantment. If a source would

Divine Sacrament R, 1WW, Enchantment. White creatures get +1/+1. Threshold - White creatures get

Dogged Hunter R, 2W, Creature - Nomad, 1/1. →: Destroy target creature token

Dominaria's Judgment PS R, 2W, Instant. Until end of turn, creatures you control gain protection from white if you control a plains, from blue if you control an island, from black if you control a swamp, from red if you control a mountain, and from green if you control a forest.

Eager Cadet C. W. Creature - Soldier, 1/1

R, 1W, Enchantment. Each creature has protection from its colors.

Elite Archers 7th R, 5W, Creature - Soldier, 3/3. — Elite Archers deals 3 damage to target attacking or blocking creature.

C, 2W, Instant. Prevent the next 4 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. Flashback 1W.

U, 3W, Creature - Soldier, 2/3. First strike. When Enlistment Officer comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library.

U, 1W, Instant. If any source would deal if or more damage to a creature or player this turn, it deals 2 damage to that creature or player instead. Draw a card

R, 1W, Sorcery. Until end of turn, spells and abilities you control that would add col-ored mana to your mana pool add that much white mana instead. Until end of turn, you may spend white mana as though it were mana of any color. Draw a card.

Fight or Flight R. 3W. Enchantment. At the beginning of each opponent's combat phase, separate all creatures that player controls into two face-up piles. Only creatures in the pile of his or her choice may attack this turn.

C. 2W Enchant Creature As Floating Shield comes into play, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remo Floating Shield. Sacrifice Floating Shield: Target creature gains protection from the chosen color until end of turn.

Frantic Purification C, 2W, Instant. Destroy target enchant-ment. Madness W

Gallantry U, 1W, Instant. Target blocking creature gets +4/+4 until end of turn. Draw a card.

only if Gerrard Capashen is attacking Gerrard's Wisdom U, 2WW, Sorcery. You gain 2 life for each card in your hand.

Glimmering Angel C, 3W, Creature - Angel, 2/2. Flying. U: Glimmering Angel can't be the target of spells or abilities this turn.

Global Ruin IN R, 4W, Sorcery. Each player chooses from the lands he or she controls a land of each basic land type, then sacrifices the rest.

Giorious Anthem R, 1WW, Enchantment. Creatures you

control get +1/+1. Graceful Antelope R. 2WW. Creature - Antelone, 1/4, Plainswalk. Whenever Graceful Antelope deals combat damage to a player, you may have target land become a plains until Graceful

Antelope leaves play. Guard Dogs U, 3W, Creature - Hound, 2/2, 2W, Choose a permanent you control. Prevent all combat damage target creature would deal this turn if it shares a color with that

Hallowed Healer C. 2W. Creature - Cleric. 1/1. → Prevent to, zw., creature - prevent yn. — Prevent the next 2 damage that would be dealt to target creature or player this turn. Threshold —: Prevent the next 4 damage that would be dealt to target creature or player this turn.

Harsh Judgment R. 2WW. Enchantment. As Harsh Judge ment comes into play, choose a color. If an instant or sorcery spell of the chosen color would deal damage to you, it deals that damage to its controller instead.

Haunted Angel U, 2W, Creature - Angel, 3/3. Flying. When Haunted Angel is put into a graveyard from play, remove Haunted Angel from the game and each other player puts a 3/3 black Angel creature token with flying into play.

Healing Salve C. W. Instant, Choose one - Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn

Heavy Ballista 7th U, 3W, Creature - Soldier, 2/3. →: Heavy Ballista deals 2 damage to target attacking or blocking creature Helionaut

C, 2W, Creature - Soldier, 1/2. Flying. 1, Add one mana of any color to your mana pool. Heroic Deflance PC, 1W, Enchant Creature. Enchanted creature gets +3/+3 unless it shares a color with the most common color among all perma-nents or a color tied for most common.

Hobble C, 2W, Enchant Creature, When Hobble comes into play, draw a card. Enchanted creature can't attack. Enchanted creature can't block if it's black.

Holy Day C, W, Instant. Prevent all combat damage that would be dealt this turn. Holy Strength

C, W, Enchant Creature. Enchanted creature gets +1/+2. **Honor Guard** C, W, Creature - Soldier, 1/1. W: Honor Guard gets +0/+1 until end of turn.

Honorable Scout PS C, W, Creature - Soldier, 1/1. When Honorable Scout comes into play, you gain 2 life for each black and/or red creature target opponent controls.

Hypochondria U, 1W, Enchantment. W, Discard a card from your hand: Prevent the next 3 damage that would be dealt to target creature or player this turn. W, Sacrifice Hypochondria: Prevent the next 3 damage that would be dealt to target creature or player this turn

Intrepid Hero 7th R, 2W, Creature - Soldier, 1/1. →: Destroy target creature with power 4 or greater.

Karmic Justice O R, 2W, Enchantment. Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may de-stroy target permanent that opponent controls Kirtar's Desire O C, W, Enchant Creature. Enchanted creature can't attack. Threshold - Enchanted

creature can't block. Kirtar's Wrath R, 4WW, Sorcery. Destroy all creatures. They can't be regenerated. Threshold - Instead destroy all creatures, then put two 1/1 white Spirit creature tokens with flying into play. Creatures destroyed this way

can't be regenerated. Kjeldoran Royal Guard 7t R, 3WW, Creature - Soldier, 2/5. ⇒: All combat damage that unblocked creatures would deal to you this turn is dealt to Kjel doran Royal Guard instead.

Knight Errant C, 1W, Creature - Knight, 2/2

Knighthood U, 2W, Enchantment. Creatures you control have first strike.

U, 2W, Enchantment. When Lashknife Barrier comes into play, draw a card. If a source would deal damage to a creature you control, it deals that much damage minus 1 to that creature instead

Tahngarth's Glare

C, R, Sorcery. Look at the top three cards of target opponent's library, then put them back in any order. That player looks at the top three cards of your library, then puts them back in any order.

Tectonic Instability nporary Insanity

Thermal Blast

age to target creature. Threshold - Thermal Blast deals 5 damage to that creature instead.

Thunderscape Battlemage P U, 2R, Creature - Wizard, 2/2. Kicker 1B

Thunderscape Familiar F. C., 1R, Creature - Kavu, 1/1. First strike.

7th

each creature without flying.

lands you control.

Urza's Rage R, 2R, Instant. Kicker 8R. Urza's Rage can't

Viashino Grappler IN C, 2R, Creature - Viashino, 3/1. G: Viashino Grappler gains trample until end of turn.

anic Hammer

Volcanic Spray

instant or sorcery spell would deal damage to you this turn, that spell deals that damage to its controller instead.

Diversionary Tactics

deal 4 damage or more to a creature or player, that source deals 3 damage to that creature or player instead.

an additional +1/+1.

Earnest Fellowship OD

Embolden

Enlistment Officer

Equal Treatment

False Dawn

Floating Shield

Gerrard Capashen A R, 3WW, Creature - Legend, 3/4. At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand. 3W: Tap target creature. Play this ability

Lashknife Barrie

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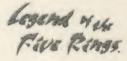




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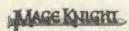
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U, 1W, Instant. Remove target creature you control from the game. At end of turn, return that card to play under its owner's control. Lieutenant Kirtar on R, 1WW, Creature - Bird Soldier Legend, 2/2 Flying. 1W, Sacrifice Lieutenant Kirtar: Remove target attacking creature from the game. Life Burst C, 1W, Instant. Target player gains 4 life. then gains 4 life for each card named Life Burst in each gravevard. Longbow Archer U, WW, Creature - Soldier, 2/2. First strike. Longbow Archer may block as though it had flying.

Luminous Guardian U, 3W, Creature - Guardian, 1/4, W: Luminous Guardian gets +0/+1 until end of turn. 2: Luminous Guardian may block an

additional creature this turn. Major Teroh R, 3W, Creature - Bird Soldier Legend,

2/3. Flying. 3WW, Sacrifice Major Teroh: Remove all black creatures from the game Manacles of Decay C. 1W. Enchant Creature. Enchanted crea-

ture can't attack. B: Enchanted creature gets -1/-1 until end of turn. R: Enchanted creature can't block this turn.

R, 4W, Sorcery. Destroy all creatures. They can't be regenerated. For each creature de-stroyed this way, its controller puts a 1/1 white Snirit creature token with flying into play. Master Apothecary

R, WWW, Creature - Cleric, 2/2. Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to tar-get creature or player this turn. Master Healer

R, 4W, Creature - Cleric, 1/4. -: Prevent the next 4 damage that would be dealt to target creature or player this turn. Militant Monk

C, 1WW, Creature - Cleric, 2/1. Attacking doesn't cause Militant Monk to tap. -:
Prevent the next 1 damage that would be dealt to target creature or player this turn. Morningtide

R, 1W, Sorcery. Remove all cards in all gravevards from the game. Mystic Crusader

R, 1WW, Creature - Nomad Mystic, 2/1. Protection from black and from red. Threshold -Mystic Crusader gets +1/+1 and has flying. Mystic Familiar

C, 1W, Creature - Bird, 1/2, Flying. Threshold - Mystic Familiar gets +1/+1 and has protection from black. Mystic Penitent

U, W, Creature - Nomad Mystic, 1/1, Attacking doesn't cause Mystic Penitent to tap. Threshold - Mystic Penitent gets +1/+1 and has flying.

Mystic Visionary C, 1W, Creature - Nomad Mystic. 2/1. Threshold - Mystic Visionary has flying. Mystic Zealot

C, 3W, Creature - Nomad Mystic, 2/4. Threshold - Mystic Zealot gets +1/+1 and has flying. Nomad Decoy

U, 2W, Creature - Nomad, 1/2. W, →: Tap target creature. Threshold - WW, →: Tap two target creatures. Northern Paladin

R, 2WW, Creature - Knight, 3/3. WW, -Destroy target black permanent.

16 Black, 4 Gold, 33 Green, 3 Land, 27 Red, 27 Blue, 33 White. 55 Common,

Bennie Smith's Top

10 tournament cards

44 Uncommon, 44 Rare

1. Genesis

2. Cunning Wish

3. Quiet Speculation

4. Phantom Centaur

5. Solitary Confinement

6. Nantuko Monastary

7. Balthor the Defiled

8. Anurid Brushopper

9. Sylvan Safekeeper

10. Seedtime

Obsidian Acolyte damage that would be dealt to you this turn C, 1W, Creature - Cleric, 1/1. Protection from black. W: Target creature gains proby a source of your choice that shares a color with the mana spent on this activation cost. tection from black until end of turn. Pure Reflection Orim's Chant

R, W, Instant. Kicker W. Target player can't

play spells this turn. If you paid the kicker cost, creatures can't attack this turn.

C, 2W, Instant. Kicker R. Destroy target

artifact or enchantment. If you paid the kicker cost, Orim's Thunder deals damage

equal to that artifact or enchantment's con-

C, W, Instant. Kicker 1. Prevent the next 2

damage that would be dealt to target crea-

ture or player this turn. If you paid the kicker cost, prevent the next 4 damage that

would be dealt to that creature or player

C. 1W. Enchant Creature. Enchanted crea-

R. 2W. Enchant Creature. All damage that

would be dealt to you is dealt to enchanted creature instead.

C, 1W, Creature - Hound, 2/2. Discard a card from your hand: Patrol Hound gains

C, W, Instant. Prevent all damage a source of your choice would deal this turn.

Planna, Nomad Captain OD

R, 1WW, Creature - Nomad Legend, 2/2. Whenever Pianna, Nomad Captain attacks, at-

tacking creatures get +1/+1 until end of turn.

C, 2W, Creature - Cleric, 1/3. Protection from red. W, Sacrifice Pilgrim of Justice: The

next time a red source of your choice would deal damage this turn, prevent that damage.

C, 2W, Creature - Cleric, 1/3. Protection from black. W, Sacrifice Pilgrim of Virtue: The

next time a black source of your choice would

deal damage this turn, prevent that damage

R, 2W, Enchantment. 3W: Target oppo-

nent reveals a card at random in his or her

hand. You gain life equal to that card's con-

U, 1W, Enchant Creature. Enchanted creature has protection from the colors of per-

manents you control. This effect doesn't remove Pledge of Loyalty.

C, W, Instant. Kicker - Sacrifice a land.

Prevent the next 3 damage that would be dealt this turn to any number of target

creatures and/or players, divided as you

choose. If you paid the kicker cost, prevent the next 6 damage this way instead.

R. 2WW. Creature - Nomad Horror, 3/3.

Attacking doesn't cause Possessed Nomad

to tap. Threshold - Possessed Nomad gets

C. 1W. Creature - Wall, 1/3, Kicker 1W If

you paid the kicker cost, Prison Barricade comes into play with a +1/+1 counter on it

and with "Prison Barricade may attack as

C. 2W. Enchantment, 1. Pay 1 life: Prevent all

+1/+1, is black, and has "2B, ►: Destroy target white creature."

erted mana cost to target creature.

Orim's Thunder

orim's Touch

this turn instead.

ture can't attack or block.

Patrol Hound

Pay No Heed

first strike until end of turn.

Pilgrim of Justice

Pilgrim of Virtue

verted mana cost.

Pledge of Loyalty

Pollen Remedy

Possessed Nomad

Prison Barricade

though it weren't a Wall.

Protective Sphere

Pacifism

Parlah

R. 2W. Enchantment. Whenever a player H, ZW, Enchantment. Whenever a player plays a creature spell, destroy all Reflec-tions. Then that player puts a white Reflec-tion creature token into play with power and toughness each equal to the converted mana cost of that spell.

Purify R, 3WW, Sorcery. Destroy all artifacts and enchantments

Rampant Elephant C. 3W. Creature - Elephant, 2/2, G. Target ature blocks Rampant Elephant this turn

Ray of Distortion

C, 3W, Instant. Destroy target artifact or enchantment. Flashback 4WW. 7th/IN Razorfoot Griffin C. 3W, Creature - Griffin, 2/2. Flying, first strike Reborn Hero

R, 2W, Creature - Soldier, 2/2. Attacking doesn't cause Reborn Hero to tap. Threshold - When Reborn Hero is put into a graveyard from play, you may pay WW. If you do, return Reborn Hero to play under your control Reprisal

U, 1W, Instant. Destroy target creature with power 4 or greater. It can't be regenerated. Resilient Wanderer U. 2WW. Creature - Nomad. 2/3. First

strike. Discard a card from your hand: Re-silient Wanderer gains protection from the color of your choice until end of turn.

C, 2W, Instant. Prevent all combat damage that would be dealt by target attacking creature this turn. Draw a card. Reverse Damage

R, 1WW, Instant. The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way. Reviving Dose

C, 2W, Instant. You gain 3 life. Draw a card.
Rewards of Diversity IN U, 2W, Enchantment. Whenever an oppo-

nent plays a multicolored spell, you gain 4 life. Reya Dawnbringer R, 6WWW, Creature - Angel Legend, 4/6. Flying. At the beginning of your upkeep, you may return target creature card from your graveyard to play.

Rolling Stones R, 1W, Enchantment. Walls may attack as though they weren't Walls

R, 3WW, Sorcery. You may play Rout any time you could play an instant if you pay 2 more to play it. Destroy all creatures. They can't be regenerated.

Ruham Diinn U. 5W. Creature - Diinn. 5/5. First strike Ruham Djinn gets -2/-2 as long as white is the most common color among all permanents or is tied for most common Sacred Ground

R, 1W, Enchantment. Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from play, return that land to play. Sacred Nectar

C, 1W, Sorcery. You gain 4 life.

C, W, Instant. Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.

splitting Rats comes into play, each

player discards a card from his or her

hand. Discard a card from your hand:

U, 3B, Creature - Incarnation, 2/2.

Swampwalk. As long as Filth is in your

creatures you control have swampwalk

move any number of cards in his or her

graveyard from the game. Then each player loses 1 life for each card in his or

R. 3BB. Creature - Horror, 0/4, Guilt-

feeder can't be blocked except by arti-

Whenever Guiltfeeder attacks and isn't

blocked, defending player loses 1 life for each card in his or her graveyard.

R, 4B, Creature - Gorgon, 5/5. Green

fact creatures and/or black creatures

graveyard and you control a swamp,

Grave Consequences

her graveyard. Draw a card.

Masked Gorgon

Guiltfeeder

U, 1B, Instant. Each player may re-

Regenerate Earsplitting Rats.

Filth

R, 2W, Creature - Cleric, 1/2. -: Creatures you control gain protection from the colors of target permanent you control until end of turn. Samite Healer C. 1W. Creature - Cleric. 1/1. - Prevent

U, 1W, Instant. Prevent all damage that would be dealt by a source of your choice

to you this turn. Whenever damage from a black or red source is prevented this way,

C, 1W, Creature - Cleric, 1/1. ⇒: Prevent the next X damage that would be dealt to tar-

get creature this turn, where X is the number of basic land types among lands you control.

you gain life equal to that damage.

Samite Pilgrim

Sanctimony

Samite Elder

Sphere of Reason U, 3W, Enchantment. If a blue source would deal damage to you, prevent 2 of that damage

U, 3W, Enchantment. If a white source would deal damage to you, prevent 2 of that damage next 1 damage that would be dealt to Spirit Flare target creature or player this turn. Samite Ministration

blocking creature an opponent controls. Flashback - 1W, Pay 3 life. Spirit Link

U. W. Enchant Creature. Whenever enchanted creature deals damage, you gain that much life.

U, 1W, Enchantment. Whenever an opponent taps a mountain for mana, you may gain 1 life. U. 1W. Creature - Wizard, 2/1, 2: Target Seasoned Marshal U, 2WW, Creature - Soldier, 2/2. When-ever Seasoned Marshal attacks, you may of turn. tap target creature.

Second Thoughts C, 4W, Instant. Remove target attacking that much life. Draw a card. creature from the game. Draw a card. Standard Bearer Serra Advocate

U, 3W, Creature - Angel, 2/2. Flying. -Target attacking or blocking creature gets +2/+2 until end of turn. Serra Angel

R. 3WW. Creature - Angel. 4/4. Flying. Attacking doesn't cause Serra Angel to tap. Serra's Embrace U. 2WW. Enchant Creature, Enchanted

creature gets +2/+2 and has flying. Attack-ing doesn't cause enchanted creature to tap. Shackles C. 2W. Enchant Creature. Enchanted creature

doesn't untap during its controller's untap step. W: Return Shackles to its owner's hand. Shelter C, 1W, Instant. Target creature you control

gains protection from the color of your choice until end of turn. Draw a card. Shield of Duty and Reason AP

C. W. Enchant Creature, Enchanted creature s protection from green and from blue. Shield Wall C, 1W, Instant. Creatures you control get

+0/+2 until end of turn. Skyshroud Falcon C, 1W, Creature - Bird, 1/1. Flying. Attacking doesn't cause Skyshroud Falcon to tap.

Soulcatcher U, 1W, Creature - Bird Soldier, 1/1. Flying. Whenever a creature with flying is put into a graveyard from play, put a +1/+1

counter on Soulcatcher Southern Paladin R, 2WW, Creature - Knight, 3/3. WW, -

Destroy target red permanent.

Spectral Lynx R, 1W, Creature - Cat, 2/1. Protection from green. B: Regenerate Spectral Lynx.

Sphere of Duty U, 3W, Enchantment. If a green source would deal damage to you, prevent 2 of that damage Sphere of Grace

U, 3W, Enchantment. If a black source would deal damage to you, prevent 2 of that damage.

Sphere of Law U, 3W, Enchantment. If a red source would

deal damage to you, prevent 2 of that damage.

C, 3W, Instant. Tap target untapped creature you control. If you do, it deals damage equal to its power to target attacking or

OD

Spirit of Resistance

R, 2W, Enchantment. If you control a permanent of each color, prevent all damage that would be dealt to you. Spirit Weaver

green or blue creature gets +0/+1 until end Spiritualize U, 2W, Instant. Until end of turn, whenev-

er target creature deals damage, you gain C. 1W. Creature - Flagbearer, 1/1, If a

spell or ability an opponent controls could target a Flagbearer in play, that player chooses at least one Flagbearer as a target Standing Troops

C, 2W, Creature - Soldier, 1/4. Attacking doesn't cause Standing Troops to tap. Starlight 7th U, 1W, Sorcery. You gain 3 life for each

black creature target opponent controls. Staunch Defenders U, 3WW, Creature - Soldier, 3/4. When Staunch Defenders comes into play, you

Stern Judge U, 2W, Creature - Cleric, 2/2. →: Each player loses 1 life for each swamp he or she controls Strength of Isolation

U, 1W, Enchant Creature. Enchanted creature gets +1/+2 and has protection from black. Madness W Strength of Unity

C, 3W, Enchant Creature. Enchanted creature gets +1/+1 for each basic land type among lands you control. Sunscape Apprentice

C, W, Creature - Wizard, 1/1. G, - Target creature gets +1/+1 until end of turn. U, -: Put target creature you control on top of its owner's library. Sunscape Battlemage

U, 2W, Creature - Wizard, 2/2, Kicker 1G and/or 2U. When Sunscape Battlemage comes into play, if you paid the 1G kicker cost, destroy target creature with flying. When Sunscape Battlemage comes into play, if you paid the 2U kicker cost, draw two cards. Sunscape Familiar PS

C, 1W, Creature - Wall, 0/3. Green spells and blue spells you play cost 1 less to play
Sunscape Master R, 2WW, Creature - Wizard, 2/2. GG, -:

Creatures you control get +2/+2 until end of turn. UU, →: Return target creature to its owner's hand. Sunweb

R, 3W, Creature - Wall, 5/6. Flying. Sunweb can't block creatures with power 2 or less

Surprise Deployment U, 3W, Instant. Play Surprise Deployment only during combat. Put a nonwhite crea-ture card from your hand into play. At end of turn, return that creature to your hand Sustainer of the Realm 7th U, 2WW, Creature - Angel, 2/3. Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn. Tattoo Ward

U, 2W, Enchant Creature. Enchanted creature gets +1/+1 and has protection from enchantments. This effect doesn't remove Tattoo Ward. Sacrifice Tattoo Ward. Destroy target enchantment. Teferi's Care

U, 2W, Enchantment. W, Sacrifice an enchantment: Destroy target enchantment. 3UU: Counter target enchantment spell Teroh's Faithful C, 3W, Creature - Cleric, 1/4. When Teroh's Faithful comes into play, you gain 4 life

Teroh's Vanguard TR U, 3W, Creature - Nomad, 2/3. You may play Teroh's Vanguard any time you could play an instant. Threshold - When Teroh's Vanguard comes into play, creatures you control gain protection from black until end of turn.

Testament of Faith

U, W, Enchantment, X: Testament of Faith becomes an X/X Wall creature until end of turn. It's still an enchantment. Tireless Tribe

C, W, Creature - Nomad, 1/1. Discard a card from your hand: Tireless Tribe gets +0/+4 until end of turn. Transcendence

B. 3WWW. Enchantment. You don't lose the game for having 0 or less life. When you have 20 or more life, you lose the game. Whenever you lose life, you gain 2 life for each 1 life you lost. Venerable Monk

C. 2W. Creature - Cleric, 2/2, When Vener able Monk comes into play, you gain 2 life Vengeance 7111 U, 3W, Sorcery. Destroy target tapped creature. Vengeful Dreams

R, WW, Instant. As an additional cost to play Vengeful Dreams, discard X cards from your hand. Remove X target attacking creatures from the game. Voice of All

U, 2WW, Creature - Angel, 2/2. Flying. As Voice of All comes into play, choose a color. Voice of All has protection from the chosen color. Wall of Swords

U, 3W, Creature - Wall, 3/5. Flying Wayfaring Clant U, 5W, Creature - Giant, 1/3. Wayfaring Giant gets +1/+1 for each basic land type among lands you control. Wayward Angel

R, 4WW, Creature - Angel Horror, 4/4. Flying. Attacking doesn't cause Wayward Angel to tap. Threshold - Wayward Angel gets +3/43, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature. Winnow

R, 1W, Instant. Destroy target nonland permanent if another permanent with the same name is in play. Draw a card.

R, 3W, Enchantment. If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead. Wrath of God 7th R, 2WW, Sorcery. Destroy all creatures.

They can't be regenerated

/er Earsplitting Rats C, 3B, Creature - Rat, 2/1. When Earcreatures and white creatures have pro-

BLACK

Balthor the Defiled R, 2BB, Creature - Zombie Dwarf Legend, 2/2. All Minions get +1/+1. BBB, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her

graveyard to play. Cabal Therapy

U, B, Sorcery. Name a nonland card. Target player reveals his or her hand and discards from it all cards with that name. Flashback - Sacrifice a creature.

Cabal Trainee

C, B, Creature - Minion, 1/1. Sacrifice Cabal Trainee: Target creature gets -2/-0 until end of turn

Death Wish

R, 1BB, Sorcery. Choose a card you own from outside the game and put it into your hand. You lose half your life, rounded up. Remove Death Wish from the game.

tection from Gorgons. Threshold -Masked Gorgon has protection from green and from white. Morality Shift

R, 5BB, Sorcery. Exchange your grave-yard and library. Then shuffle your library. Rats' Feast

C, XB, Sorcery. Remove X target cards in a single graveyard from the game. Stitch Together

U, BB, Sorcery. Return target creature card from your graveyard to your hand. Threshold - Instead return that card from your graveyard to play.

Sutured Choul R. 4BBB. Creature - Zombie */* Trample. As Sutured Ghoul comes into play, remove any number of creature cards in your graveyard from the game. Sutured Ghoul's power is equal to the total power of the removed cards and its toughness is equal to their total toughness. (A * on a card not in play is 0.)

Toxic Stench C, 1B, Instant. Target nonblack creature gets -1/-1 until end of turn. Thresh-Instead destroy that creature. It can't be regenerated

Treacherous Vampire U, 4B, Creature - Vampire, 4/4. Flying. Whenever Treacherous Vampire attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game. Threshold - Treacherous Vampire gets +2/+2 and has "When Treacherous impire is put into a graveyard from play, you lose 6 life.

Treacherous Werewolf C, 2B, Creature - Minion Wolf, 2/2. Threshold - Treacherous Werewolf gets +2/+2 and has "When Treacherous Werewolf is put into a graveyard from play, you lose 4 life."

BLUE

Aven Fogbringer C, 3U, Creature - Bird Wizard, 2/1. Flying. When Aven Fogbringer comes into play, return target land to its owner's hand. Cephalid Constable R, 1UU, Creature - Cephalid Wizard, 1/1. Whenever Cephalid Constable deals combat damage to a player, return up to X target permanents that player controls to their owners' hands, where X is the damage it dealt to that player. Cephalid Inkshrouder

U, 2U, Creature - Cephalid, 2/1. Discard a card from your hand; Cephalid

Inkshrouder can't be the target of spells or abilities and is unblockable this turn. Anthony Alongi's Top 10 multiplayer cards

1. Spelljack

2. Living Wish 3. Glory

4. Breaking Point

5. Hunting Grounds 6. Sylvan Safekeeper

7. Thriss, Nantuko Primus 8. Anger

9. Riftstone Portal 10. Shieldmage Advocate

SCRYE

The Top Judgment Cards

by Bennie Smith & Anthony Alongi

Multiplayer #5: Hunting Grounds

Anthony: Since you don't have to pay the mana cost for your creature, this is like a super-Aluren, meant only for you. You need threshold, but that's not difficult if you have Wild Mongrels and Patrol Hound. If you've been paying attention since Odyssey, you should have a million ideas about how to get cards in your graveyard. The best two tricks with this card (other than the enormous creatures you'll be pounding down) are

Fleetfoot Panther, which lets you save a creature, and Stern Proctor, which lets you save Grounds.

Bennie: A great complement to cards like Howling Mine and Well of Knowledge, giving everyone access to more spells, while you toss out creatures for free.



Cunning Wish

R, 2U, Instant. Choose an instant card you own from outside the game, reveal that card, and put it into your hand. Remove Cunning Wish from the game.

Defy Gravity C, U, Instant. Target creature gains fly-ing until end of turn. Flashback U

Envelop

C, U, Instant. Counter target sorcery spell. Flash of Insight

U, X1U, Instant. Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library. Flashback - 1U, Remove X blue cards in your graveyard from the game. (You can't remove Flash of Insight to pay for its own flashback cost.)

Grip of Amnesia

C, 1U, Instant. Counter target spell unless its controller removes his or her graveyard from the game. Draw a card. Hapless Researcher

C, U, Creature - Wizard, 1/1. Sacrifice Hapless Researcher: Draw a card, then

discard a card from your hand. Keep Watch

C, 2U, Instant. Draw a card for each at-tacking creature.

Laquatus's Disdain U, 1U, Instant. Counter target spell ayed from a graveyard. Draw a card.

Lost in Thought C, 1U, Enchant Creature. Enchanted creature can't attack or block and its activated abilities can't be played. Its controller may remove three cards in his or

her graveyard from the game to ignore this ability until end of turn

Mental Note

C. U. Instant. Put the top two cards of your library into your graveyard. Draw a

Mirror Wall

C, 3U, Creature - Wall, 3/4. W: Mirror Wall may attack this turn as though it weren't a Wall.

Mist of Stagnation

R, 3UU, Enchantment. Permanents don't untap during their controllers' untap steps. At the beginning of each player's upkeep, that player untaps a permanent for each card in his or her graveyard.

Ouiet Speculation

U, 1U, Sorcery. Search target player's library for up to three cards with flashback and put them into that player's graveyard.
Then the player shuffles his or her library. Scalpelexis

R, 4U, Creature - Beast, 1/5. Flying Whenever Scalpelexis deals combat damage to a player, that player removes the top four cards of his or her library from the game. If two or more of those cards have the same name, repeat this

Spelliack

R, 3UUU, Instant. Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard. As long as it re-mains removed from the game, you may play it as though it were in your has X in its mana cost, X is 0

Multiplayer #4: Breaking Point

Anthony: Six damage isn't always a lot in multiplayer, but I see group games busting out Breaking Point early, to gauge how important an early army is to each player. In the late game, as armies become more complex and precious, Breaking Point is a six-damage spell — who's taking it? Be sure you ask each player in order, starting with the caster and going left.

Bennie: Mix with Furnace of Rath to make one choice more painful, and Moonlit Wake to make the other side feel nice. Shard Phoenix, Shivan Phoenix, and Bogardan Phoenix, along with Rukh Egg, give red plenty of ways to break the creature-sweeping parity.



Telekinetic Bonds B. 2000, Enchantment, Whenever a player discards a card from his or her hand, you may pay 1U. If you do, tap or untap target permanent.

U, 2U, Enchantment. At the beginning of each opponent's combat phase, that player may remove a card in his or her graveyard from the game. If the player doesn't, creatures he or she controls can't attack you this turn.

Wonder U. 3U. Creature - Incarnation, 2/2, Flying. As long as Wonder is in your graveyard and you control an island, creatures you control have flying.

Wormfang Behemoth R, 3UU, Creature - Nightmare Beast, 5/5. When Wormfang Behemoth comes into play, remove all cards in your hand from the game. When Wormfang Behemoth leaves play, return the removed cards to their owner's hand.

Wormfang Crab

U, 3U, Creature - Nightmare Crab, 3/6. Wormfang Crab is unblockable. When Wormfang Crab comes into play an opponent chooses a permanent you control and removes it from the game. When Wormfang Crab leaves play, return the removed card to play under its owner's control.

Wormfang Drake

C, 2U, Creature - Nightmare Drake, 3/4. Flying. When Wormfang Drake comes into play, sacrifice it unless you remove a creature you control other than Wormfang Drake from the game. When Wormfang Drake leaves play, return the removed card to play under its owner's control

Wormfang Manta

R, 5UU, Creature - Nightmare Beast, 6/1. Flying. When Wormfang Manta comes into play, you skip your next turn. When Wormfang Manta leaves play, you take an extra turn after this one.

Wormfang Newt

C, 1U, Creature - Nightmare Beast, 2/2. When Wormfang Newt comes into play, remove a land you control from the game. When Wormfang Newt leaves play, return the removed card to play under its owner's control.

Wormfang Turtle

U, 2U, Creature - Nightmare Beast, 2/4. When Wormfang Turtle comes into play, remove a land you control from the game. When Wormfang Turtle leaves play, return the remove play under its owner's control

GOLD

Anurid Brushhopper R, 1GW, Creature - Beast, 3/4. Discard two cards from your hand: Remove Anurid Brushhopper from the game. Return it to play under its owner's control at end of turn.

Hunting Grounds

R, GW, Enchantment. Threshold -Whenever an opponent plays a spell, you may put a creature card from your Mirari's Wake

R. 3GW. Enchantment, Creatures vou control get +1/+1. Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced. **Phantom Nishoba**

R. 5GW. Creature - Beast Spirit, 0/0. Trample. Phantom Nishoba comes into play with seven +1/+1 counters on it. Whenever Phantom Nishoba deals damage, you gain that much life. If damage would be dealt to Phantom Nishoba prevent that damage. Remove a +1/+1 counter from Phantom Nishoba.

GREEN

Anurid Barkripper C, 1GG, Creature - Beast, 2/2. Threshold - Anurid Barkripper gets +2/+2 Anurid Swarmsnapper U, 2G, Creature - Beast, 1/4. Anurid Swarmsnapper may block as though it had flying. 1G: Anurid Swarmsnapper may block an additional creature this turn. Battlefield Scrounger

C, 3GG, Creature - Centaur, 3/3. Threshold - Put three cards from your graveyard on the bottom of your library: Battlefield Scrounger gets +3/+3 until end of turn. Play this ability only once each turn.

Brawn

U, 3G, Creature - Incarnation, 3/3. Trample. As long as Brawn is in your graveyard and you control a forest, creatures you control have trample.

Canopy Claws C, G, Instant. Target creature loses fly-ing until end of turn. Flashback G Centaur Rootcaster

C, 3G, Creature - Centaur Druid, 2/2. Whenever Centaur Rootcaster deals combat damage to a player, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

Crush of Wurms R, 6GGG, Sorcery. Put three 6/6 green Wurm creature tokens into play. Flashback 9GGG

Elephant Guide

U. 2G. Enchant Creature, Enchanted creature gets +3/+3. When enchanted creature is put into a graveyard, put a 3/3 green Elephant creature token into play. **Epic Struggle**

R, 2GG, Enchantment. At the beginning of your upkeep, if you control twenty or more creatures, you win the game.

Erhnam Djinn

R, 3G, Creature - Djinn, 4/5. At the be-ginning of your upkeep, target non-Wall creature an opponent controls gains forestwalk until your next upkeep. Exoskeletal Armor

U, 1G, Enchant Creature. Enchanted creature gets +X/+X, where X is the number of creature cards in all gravevards.

Folk Medicine C, 2G, Instant. You gain 1 life for each creature you control. Flashback 1W Forcemage Advocate

U, 1G, Creature - Centaur, 2/1. -: Return target card in an opponent's grave-vard to his or her hand. Put a +1/+1 counter on target creature. Tournament #4: Phantom Centaur

Bennie: This guy can block and kill a Flametongue Kavu and still swing for three. A card-advantage machine when it comes to creature fights and red removal. If you can boost his toughness, he'll never die from damage. The protectionfrom-black ability is icing on the cake, allowing him to ignore non-damage-dealing removal like Terminate and Vindicate. The best green creature at this mana cost since Blastoderm.

Anthony: This creature single-handedly makes Possessed Centaur look like a brilliant sideboard move. This should be an automatic "4x" in any green tournament deck. It dies to Mutilate, but not much else. Red-black is getting less practical for Standard tournaments!



Tournament #5: Solitary Confinement

Bennie: It's seems like the designers worried about this card being overpowered, so they added two drawbacks, thinking they'd fixed it. I think they were wrong. Masticore and Necropotence were "fixed" with similar drawbacks, and look what resulted. There's plenty of card-drawing available to get around the drawback. Whether used as a lock card or to buy time, this enchantment will bring back main-deck enchantment destruction in Type 2.

Anthony: This looks like partial fulfillment of Wizards' promise to bring back "combo lite" someday. What will black and red do about this? The same thing they did about Light of Day and Worship: roll over and whimper.



Genesis

R, 4G, Creature - Incarnation, 4/4. At the beginning of your upkeep, if Genesis is in your graveyard, you may pay 2G. If you do, return target creature card from your graveyard to your hand. **Giant Warthog**

C, 5G, Creature - Beast, 5/5. Trample **Grizzly Fate**

U, 3GG, Sorcery. Put two 2/2 green Bear creature tokens into play. Threshold - Instead put four 2/2 green Bear creature tokens into play. Flashback 5GG Harvester Druid

C, 1G, Creature - Druid, 1/1. →: Add to your mana pool one mana of any color that a land you control could produce. Ironshell Beetle

C, 1G, Creature - Insect, 1/1. When Ironshell Beetle comes into play, put a +1/+1 counter on target creature.

Krosan Reclamation U, 1G, Instant. Target player shuffles up to two target cards from his or her grave yard into his or her library. Flashback 1G Krosan Wayfarer

C, G, Creature - Druid, 1/1. Sacrifice Krosan Wayfarer: Put a land card from your hand into play.

Living Wish

R. 1G. Sorcery. Choose a creature or land card you own from outside the game, re veal that card, and put it into your hand. Remove Living Wish from the game. Nantuko Tracer

C, 1G, Creature - Insect Druid, 2/1.
When Nantuko Tracer comes into play, you may put target card from a gravevard on the bottom of its owner's library **Nullmage Advocate**

C, 2G, Creature - Insect Druid, 2/3. → Return two target cards in an oppo

nent's graveyard to his or her hand. Destroy target artifact or enchantment.

Phantom Centaur U, 2GG, Creature - Centaur Spirit, 2/0. Protection from black. Phantom Centaur comes into play with three +1/+1 counters on it. If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Phantom Nantuko R, 2G, Creature - Insect Spirit, 0/0. Trample. Phantom Nantuko comes into play with two +1/+1 counters on it. If damage would be dealt to Phantom Nantuko, prevent that damage. Remove a +1/+1 counter from Phantom Nantuko. ➡: Put a +1/+1 counter on Phantom Nantuko.

Phantom Tiger C, 2G, Creature - Cat Spirit, 1/0. Phantom Tiger comes into play with two +1/+1 counters on it. If damage would be dealt to Phantom Tiger, prevent that damage. Remove a +1/+1 counter from Phantom Tiger.

Seedtime R, 1G, Instant. Play Seedtime only during your turn. Take an extra turn after this one f an opponent played a blue spell this turn.

Serene Sunset U, XG, Instant. Prevent all combat damage X target creatures would deal this turn.

Sudden Strength C, 3G, Instant. Target creature gets +3/+3 until end of turn. Draw a card.

Sylvan Safekeeper R, G, Creature - Wizard, 1/1. Sacrifice a land: Target creature you control can't be the target of spells or abilities this turn. Thriss, Nantuko Primus

R, 5GG, Creature - Insect Druid Legend, 5/5. G, =: Target creature gets +5/+5 until end of turn

Multiplayer #3: Glory

Anthony: All the incarnations are excellent in group play, since they warn your opponents that they'll give you a continual gift if the creature dies. Of the seven in Judgment, Glory is perhaps the most stunning — 3/3 flyers for 5 mana are decent in any environment, and upon death it gives your army a mix of flexible defense and finishing offense.

Bennie: Anthony's planning on casting incarnations? I want 'em directly in the graveyard,

whether from Intuition or Entomb. The beauty of Glory in a group game is that it will focus your opponent's removal on players who don't have uncounterable protection at their disposal, while allowing you to help other players when politically advantageous.





Tournament #3: Quiet Speculation

Bennie: At first, this card seems simple and not overly powerful. Then you think about cards with cheap flashback for the effect, like Roar of the Wurm, Deep Analysis, and Acorn Harvest. It'd

be playable at four mana; at two mana, it's amazing!

Anthony: Solitary Confinement and Possessed Centaur will make it tough for red and black decks, so blue already gained by default. Now this comes along ...

Tunneler Wurm U, 6GG, Creature - Wurm, 6/6. Discard a card from your hand: Regenerate Tun-

Venomous Vines C, 2GG, Sorcery. Destroy target enchanted permanent.

LAND

Krosan Verge
U, Land. Krosan Verge comes into play tapped. Add one colorless mana to your mana pool. 2, -, Sacrifice Krosan Verge: Search your library for a forest card and a plains card and put them into play tapped. Then shuffle your library.

Nantuko Monastery U. Land. -: Add one colorless mana to your mana pool. Threshold - GW: Nantuko Monastery becomes a 4/4 green and white creature with first strike until end of turn. It's still a land.

Riftstone Portal U, Land. →: Add one colorless mana to your mana pool. As long as Riftstone Portal is in your graveyard, lands you control have ">: Add G or W to your mana pool.

RED

U, 3R, Creature - Incarnation, 2/2. Haste. As long as Anger is in your graveyard and you control a mountain, creatures you control have haste.

ane Teachings

C, 2R, Enchant Creature. Enchanted creature gets +2/+2 and has "→: This creature deals 1 damage to target creature or player.

Barbarian Bully

C, 2R, Creature - Barbarian, 2/2. Discard a card at random from your hand: Barbarian Bully gets +2/+2 until end of turn unless a player has Barbarian Bully deal 4 damage to him or her. Play this ability only once each turn.

Book Burning C, 1R, Sorcery. Unless a player has Book Burning deal 6 damage to him or

Multiplayer #1: Spelljack

her, put the top six cards of target player's library into his or her graveyard.

aking Point R, 1RR, Sorcery. Destroy all creatures unless a player has Breaking Point deal 6 damage to him or her. Creatures destroyed this way can't be regenerated.

U, 2R, Sorcery. Unless a player has Browbeat deal 5 damage to him or her, target player draws three cards.

Burning Wish

R, 1R, Sorcery. Choose a sorcery card you own from outside the game, reveal that card, and put it into your hand. Re-move Burning Wish from the game.

R, RRR, Creature - Dwarf, 2/2. Tap an untapped Dwarf you control: Target creature gets +2/+0 until end of turn.

Dwarven Driller U, 3R, Creature - Dwarf, 2/2. →: Destroy target land unless its controller has Dwarven Driller deal 2 damage to him or her

Dwarven Scorcher C, R, Creature - Dwarf, 1/1. Sacrifice Dwarven Scorcher: Dwarven Scorcher deals 1 damage to target creature unless that creature's controller has Dwarven Scorcher deal 2 damage to him or her.

C. 6R. Instant, Ember Shot deals 3 damage to target creature or player. Draw a card.

recat Blitz

U, XRR, Sorcery. Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn. Flashback - RR, Sacrifice X mountains.

Flaring Pain C, 1R, Instant. Damage can't be prevented this turn. Flashback R

Fledgling Dragon R, 2RR, Creature - Dragon, 2/2. Flying

Threshold - Fledgling Dragon gets +3/+3 and has "R: Fledgling Dragon gets +1/+0 until end of turn

Goretusk Firebeast C, 5R, Creature - Beast, 2/2. When

Anthony: The first spell that steals anything it counters. This overpowered cousin of Desertion keeps the offending spell locked away until you are ready to use it. While you may want to enlist your opponent's Multani, Maro-Sorcerer or Serra Angel on your next turn, other spells, like Terminate (or heaven help us, another Spelljack) might get better with age. Leave them in a prominent removed-from-game zone and be sure to thank the owner properly when you cast his spell the way

he should have played it in the first place.

Bennie: The beauty is, even if you lose your hand, you still have the 'jacked spell waiting to be cast. Just don't take too much time to cast the stolen spell, since its owner could cast a Wish spell to snatch it back at an inopportune time.



Multiplayer #2: Living Wish

Anthony: The wish cards are all intriguing for multiplayer. I give the edge to Living Wish to win most casual players' hearts. In a green-blue deck, you'd be able to get any of the best creatures in the game - Verdant Force, Morphling, or Masticore. Have trouble dealing with creatures? That's OK - get Maze of Ith or Karakas if there's something you can't handle. "Out of the game" can mean many things in casual play. Agree on a common definition with your friends before you start a game with a wish card in your deck.

Bennie: I'm lucky enough to own a Ring of Maruf. When I play with it, I carry a timesaving "Box of Mar'uf" with all the cards I might want. I suggest a Box of Wishes full of utility creatures like Woodripper and Squallmonger and utility lands like Thawing Glaciers and Glacial Chasm.

Goretusk Firebeast comes into play, it deals 4 damage to target player

Infectious Rage U, 1R, Enchant Creature. Enchanted creature gets +2/-1. When enchanted creature is put into a graveyard, choose a creature at random Infectious Rage can enchant. Return Infectious Rage to play enchanting that creature.

Jeska, Warrior Adept R, 2RR, Creature - Barbarian Legend, 3/1. First strike, haste. →: Jeska, War-rior Adept deals 1 damage to target creature or player.

Lava Dart

C, R, Instant. Lava Dart deals 1 damage to target creature or player. Flashback - Sacrifice a mountain.

Liberated Dwarf C, R, Creature - Dwarf, 1/1. R, Sacrifice Liberated Dwarf: Target green creature gets +1/+0 and gains first strike until end of turn

ntnina Surae

R, 3RR, Sorcery. Lightning Surge deals 4 damage to target creature or player. Threshold - Instead Lightning Surge deals 6 damage to that creature or player and the damage can't be prevented. Flashback 5RR

Planar Chaos

V, 2R, Enchantment. At the beginning of your upkeep, flip a coin. If you lose the flip, sacrifice Planar Chaos. Whenever a player plays a spell, that player flips a coin. If he or she loses the flip, counter that spell.

Shaman's Trance

R, 2R, Instant. Until end of turn, other players can't play cards from their graveyards, and you may play cards from other players' graveyards as though they were in your graveyard.

Soulgorger Orgg U, 3RR, Creature - Nightmare Orgg, 6/6. Trample. When Soulgorger Orgg comes into play, you lose all but 1 life. When Soulgorger Orgg leaves play, you gain life equal to the life you lost when it came into play.

Spellgorger Barbarian
C, 3R, Creature - Nightmare Barbarian, 3/1. When Spellgorger Barbarian comes into play, discard a card at random from your hand. When Spellgorger Barbarian leaves play, draw a card.

Swelter U, 3R, Sorcery. Swelter deals 2 damage to each of two target creatures.

Swirling Sandstorm C, 3R, Sorcery. Threshold - Swirling Sandstorm deals 5 damage to each creature without flying.

Worldgorger Dragon R, 3RRR, Creature - Nightmare Drag-on, 7/7. Flying, trample. When World-gorger Dragon comes into play, remove all other permanents you control from the game. When Worldgorger Dragon leaves play, return the removed cards to play under their owners' control

Ancestor's Chosen U, 5WW, Creature - Cleric, 4/4. First strike. When Ancestor's Chosen comes

SCRYE

into play, you gain 1 life for each card in your graveyard.

Aven Warcraft U, 2W, Instant. Creatures you control get +0/+2 until end of tum. Threshold - Creatures you control also gain protection from the color of your choice until end of turn.

Battle Screech U, 2WW, Sorcery. Put two 1/1 white Bird creature tokens with flying into play. Flashback - Tap three untapped white creatures you control.

Battlewise Aven C, 3W, Creature - Bird Soldier, 2/2. Flying. Threshold - Battlewise Aven gets +1/+1 and has first strike.

Benevolent Bodyguard C, W, Creature - Cleric, 1/1. Sacrifice Benevolent Bodyguard: Target creature you control gains protection from the color of your choice until end of turn. Border Patrol

C, 4W, Creature - Nomad, 1/6. Attack ing doesn't cause Border Patrol to tap.

Cagemail C, 1W, Enchant Creature. Enchanted creature gets +2/+2 and can't attack.

Chastise U, 3W, Instant. Destroy target attacking creature. You gain life equal to its power. Commander Eesha R, 2WW, Creature - Bird Soldier Legend, 2/4. Flying, protection from creatures

Funeral Pyre C, W, Instant. Remove target card in a

graveyard from the game. Its owner puts a 1/1 white Spirit creature token with flying into play.

R, 3WW, Creature - Incarnation, 3/3. Flying. 2W: Creatures you control gain protection from the color of your choice until end of turn. Play this ability only if Glory is in your graveyard.

Golden Wish R, 3WW, Sorcery. Choose an artifact or enchantment card you own from out-side the game, reveal that card, and put it into your hand. Remove Golden Wish from the game.

Guided Strike C, 1W, Instant. Target creature gets +1/+0 and gains first strike until end of turn. Draw a card.

Lead Astray C, 1W, Instant. Tap up to two target Nomad Mythmaker

R, 2W, Creature - Cleric, 2/2. W, →: Put target enchant creature card from a graveyard into play enchanting a creature you control. (You control that enchantment.) Phantom Flock

U, 3WW, Creature - Bird Soldier Spirit, 0/0. Flying. Phantom Flock comes into play with three +1/+1 counters on it. If damage would be dealt to Phantom Flock, prevent that damage. Remove a +1/+1 counter from Phantom Flock.

Phantom Nomad C, 1W, Creature - Nomad Spirit, 0/0. Phantom Nomad comes into play with two +1/+1 counters on it. If damage

Tournament #2: Cunning Wish

Bennie: For tournaments, nothing beats being able to tutor for instants at instant speed, and the ability to fetch cards from your sideboard in the first game gives Silver Bullet Theory a whole new dimension. Expect to see lots of single copies of instants in sideboards, like Fact or Fiction, Hibernation, Divert, Seedtime, Sudden Impact, and Ghastly Demise.

Anthony: Blue never gets good instants wait, I forgot I wasn't writing for Fantasy & Sci-

ence Fiction magazine. In Standard this will rock; in Extended and Type I, it will border on terrifying. The only chance opponents have against Wish strategies is the loss of tempo they represent; I'm not sure Cunning Wish gives up enough of it.



would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

Prismatic Strands C, 2W, Instant. Prevent all damage that sources of the color of your choice would deal this turn. Flashback - Tap an untapped white creature you control

Pulsemage Advocate R, 2W, Creature - Cleric, 1/3. -: Return three target cards in an opponent's grave yard to his or her hand. Return target creature card from your graveyard to play Ray of Revelation

C, 1W, Instant. Destroy target enchant-ment. Flashback G

Selfless Exorcist R, 3WW, Creature - Cleric, 3/4. → Remove target creature card in a gravevard from the game. That card deals damage equal to its power to Selfless Exorcist. (A * on a card not in play is 0.)

Shieldmage Advocate C, 2W, Creature - Cleric, 1/3. → Return target card in an opponent's graveyard to his or her hand. Prevent all damage that would be dealt to target creature or player this turn by a source of your choice

Silver Seraph R, 5WWW, Creature - Angel, 6/6. Flying. Threshold - Other creatures you control get +2/+2.

Solitary Confinement R. 2W. Enchantment. At the beginning of your upkeep, sacrifice Solitary Confine-ment unless you discard a card from you hand. Skip your draw step. You can't be the target of spells or abilities. Prevent all damage that would be dealt to you. Soulcatchers' Aerie U, 1W, Enchantment. Whenever a Bird

Spurnmage Advocate U, W, Creature - Nomad, 1. →: Return two target cards in an opponent's

graveyard to his or her hand. Destroy target attacking creature. Suntail Hawk C, W, Creature - Bird, 1/1. Flying

er counter on Soulcatchers' Aerie

U, 2W, Enchantment. Whenever a player

discards a card from his or her hand, you

may pay W. If you do, put a 1/1 white Spirit creature token with flying into play.

Spirit Cairn

Test of Endurance R, 2WW, Enchantment. At the beginning of your upkeep, if you have 50 or more life, you win the game.

Trained Pronghorn C, 1W, Creature - Antelope, 1/1. Discard a card from your hand: Prevent all damage that would be dealt to Trained Pronghorn this turn

Unquestioned Authority U, 2W, Enchant Creature. When Unquestioned Authority comes into play, draw a card. Enchanted creature has protection from creatures.

Valor U, 3W, Creature - Incarnation, 2/2. First strike. As long as Valor is in your graveyard and you control a plains, creatures you control have first strike

Vigilant Sentry C, 1WW, Creature - Nomad, 2/2.
Threshold - Vigilant Sentry gets +1/+1
and has "➡: Target attacking or blocking creature gets +3/+3 until end of turn.

Tournament #1: Genesis

Bennie: I loved Oath of Ghouls potence against counterspells and creature-removal. Genesis fills the same role, costing mana to activate but sitting in the relative safety of your discard pile and working just for you. Whether you pitch it to Wild Mongrel to keep dead weenies coming back or get completely twisted with Buried Alive and Entomb, this is pure reusable card advantage.

Anthony: An incarnation you don't bother playing as a creature, in any format. Tainted Wood

and Yavimaya Coast should see lots of play with it - like Glory, it doesn't require a specific basic land in play. Look for it in established decks like blue-black Psychatog, as well as probable new types like blue-white with Solitary Confinement.



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Tournament news and views

Grand Prix: Barcelona, Spain Mar. 23-24, Odyssey Block Limited

Falling a week after Pro Tour Osaka, many top players, including Kai Budde, passed on this event. After 14 rounds, Noah Boeken drafted a stellar blue-black deck and smashed his way through the top eight, defeating Christoph Lippert in the finals.

Grand Prix: Kuala Lumpur, Malaysia Mar. 30-31, Odyssey Block Limited

Four of the top eight players at this Grand Prix were from Singapore. After a chaotic draft, American Alex Shvartsman was poised to win, but was bounced in the quarterfinals. Ding Yuan Leong, who drafted a blazing red-black deck, faced the player who knocked out Shvartsman, Chang Chua, in the finals. The finals went

convention & special event reports by Joshua Claytor

through the full three games, with Leong winning the final match and the tournament.

Grand Prix: Naples, Italy Apr. 6-7, Odyssey Block Limited

The last European Grand Prix event to use Odyssey Block limited attracted 296 players. Pierre Malherbaud drafted a tight black-green squirrel-infested deck to win over Jelger Wiegersma's green-blue deck in the final.

Pro Tour: Nice, France May 3-5, Odyssey Block Limited

1. Jeff W. Cunningham,

Canada

Vancouver, BC, Canada

3. Sol Malka, Dunwoody, Ga.

4. Jeff K. Fung, Richmond, BC,

5. Kai Budde, Hamburg, Germany

6. Neil N. Reeves, Little Rock, Ark.

7. Andrew Wolf, Roswell, Ga.

Enschede, Netherlands

9. Tommi A K Hovi, Helsinki,

7. Kamiel K Cornelissen,

2. Donald Gallitz, Springfield, Va.

Eivind Nitter needed a win in round 14 to

make the top eight. Nitter drafted his way past Ed Fear, the consensus favorite for that round, to make it to the quarterfinals. Bram Snepvangers defeated Kai Budde and Brian Davis to set himself up for the championship meeting with Eivind. Nitter's Red-Green deck dispatched Snepvangers' Blue-white-black quickly to net Nitter the \$30,000 top prize.

Masters Series: Nice, France May 2-5, Extended

Sixteen of the 30 qualified players for this event were American, but only one made it to the top four - Justin Gary, who defeated Antoine Ruel in the semi-finals. Meanwhile, Alexander Witt's Super-Gro deck beat Kai Budde and his Trix deck to face Gary's Oath of Druids deck in the final. On paper, Oath should win this matchup, but Witt pulled out a 2-1 victory to take the title.

PREMIERE EVENT STANDINGS

GP Barcelona

- 1. Noah Boeken
- 2. Christoph Lippert
- 3. Olivier Ruel
- 4. Carlos Barrado
- 5. Stan van der Velden
- 6. Reinhard Blech
- 7. Raphael Levy
- 8. Franck Canu

GP Kuala Lumpur

- 1. Ding Yuen Leong
- 2. Chang Chua 3. Yujian Zhou
- 4. Veerapat Sirilertvorakul
- 5. Alex Shvartsman
- 6. Nicholas Wong
- 7. Tobey Tamber
- 8. Edsel Alvarez

GP Naples

- 1. Pierre Malherbaud 2. Jelger Wiegersma
- 3. Kai Budde
- 4. Olivier Ruel
- 5. Patrick Mello
- 6. Iwan Tan 7. Raphael Levy
- 8. Christoph Lippert **Pro Tour Nice**

- 1. Eivind Nitter 2. Abraham Snepvangers
- 3. Svend Geertsen
- 4. Brian Davis
- 5. Kai Budde
- 7. Gary Talim 8. Benjamin Niedrig
- 6. Anton Jonsson
 - Finland 10. Farid Meraghni, Vitry Sur Seine, France

TOP 10 PLAYERS Limited Constructed

1. Sylvain Lauriol, Bagnols sur Ceze, France

- 2. Robert R Dougherty, Cambridge, Mass.
- 3. Ken B Ho, San Francisco, Calif.
- 4. Tomi A Walamies, Kauniainen, Finland
- 5. Osyp I Lebedowicz, Union, N.J.
- 6. Jens Thorn, Umea, Sweden
- 7. Kai Budde, Hamburg, Germany 8. Geoffrey Siron, Bruxelle,
- Belaium
- 9. J Gary Wise, Surrey, England
- 10. Gerard Fabiano, Belleville,

Composite

- 1. Kai Budde, Hamburg, Germany
- 2. Sol Malka, Dunwoody, Ga. 3. Jens Thorn, Umea, Sweden
- 4. Ken B Ho, San Francisco, Calif.
- 5. Osyp I Lebedowicz, Union, N.J.
- 6. Robert R Dougherty, Cambridge, Mass.
- 6. Jeff W. Cunningham, Vancouver, BC, Canada
- 8. Olivier Ruel, Aubervilliers, France
- 9. Eric L Froehlich, Springfield, Va.
- 10. Christoph A Lippert, München, Germany

The Gathering

Teamwork pays off in *Magic*

Magic: The Gathering is, at heart, an individual game. Pro Tours and Grand Prix events are won by individuals. In the course of a tournament, every single player plays every round against other single players. Given this focus on the individual in tournament-level Magic, what's the value of forming your own Magic team?

First, a Magic team ensures you'll always have people to play Magic with. Got Monday nights free? Chances are, one of your teammates has that time off, too. You could get together and practice for upcoming tournaments and test new deck ideas. If there's a night that works for many of you, you could all get together

and playtest. Another major benefit of having teammates is access to their ideas. You may be an excellent player but a mediocre deckbuilder, while one of your friends is an excellent deckbuilder but a substandard player. Playtesting with your teammates is a great way to find out what decks are

by Mary Van Tyne

Team Vicious Bombings

viable in which formats, especially formats that

are constantly changing. Instead of wondering how your favorite deck matches up against the current Type 2 field, you and your teammates can each build one popular deck so everybody gets a chance to test their theories.

A particularly enjoyable aspect of being on a team is the chance to travel to large tournaments with friends. Team Vicious Bombings took a road trip to Salt Lake City for the Mountain Area Regionals April 21. Previously, two of my friends and I went to New York for the Team Limited Pro Tour. We did

poorly at the tournament itself, but I had a great time on the trip with both of them.

So how do you go about forming a team? Start with your friends. Your friends will make better teammates than random people who have excellent Magic skills. It's all right if your team isn't very good to begin with. At the starting point, one thing is more important than Magic ability, and that's camaraderie. If you can't get along with the people on your team, you'll never accomplish anything.

Another important thing to remember is that every team member should contribute to the collective effort. Make yourself available for playtesting if you have a lot of free time. Build many different decks if you're a good deckbuilder. You could even volunteer to host your team members once a week, if you have a big house and an understanding family. But if someone is on the team and reaping the benefits without contributing anything useful in return, it creates a vacuum of information and ideas.

Some of my most memorable Magic experiences have come from my association with my team. Good teamwork can be one of the most beneficial and rewarding aspects of playing Magic.



It's amazing what a little teamwork can accomplish ...





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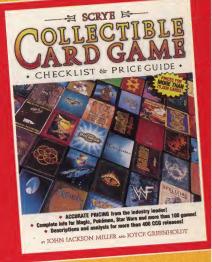
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Waiting for **Judgment** day

The American Regional Championships are long over. Weeks of preparation were rewarded for the players who qualified for the National Championships, while those who didn't are left pondering their deck choices. Type 2 is stale now, and the next huge Standard event is the American National Championship in early June - before Judgment becomes legal for constructed tournament play. In fact, the first large tournament to allow Judgment is the muchmaligned Amateur Championships at Origins.

Until then, your best bet is to study decks that have performed well. Find out what makes them tick, make your own choice, learn your deck, and then crush all opposition! Control has win-

WURM INFESTATION

1x Mossfire Valley (OD)

1x Darigaaz's Caldron (PS)

2x Karplusan Forest (7th)

2x Sulfurous Spring (7th)

4x Urborg Volcano (IN)

4x Llanowar Wastes (AP)

2x Skeletal Scrying (OD)

2x Grim Lavamancer (TO)

3x Roar of the Wurm (OD)

3x Zombie Infestation (OD) 3x Flametongue Kavu (PS)

4x Wild Mongrel (OD)

4x Violent Eruption (TO)

4x Basking Rootwalla (TO)

4x Arrogant Wurm (TO)

4x Fiery Temper (TO)

2x Shivan Oasis (IN)

4x Forest (7th)

4x Mountain (7th)

3x Terminate (PS)

ners ranging from mono-black to Counter Trenches. Aggro Control decks have performed well, and the many colors of Braids or bluegreen Threshold decks are worth the time to learn. The weakest option, but one that seems to win out of nowhere, is beatdown, with cool decks like Infested Wurm and Red Green beats. The only archetype that's

weak in this environment is combo.

The first deck to beat this issue is another twist on Braids. Black Green Braids qualified one player for Nationals at Columbus, Ohio, against a field of 600+ players (a record for North American tournaments). Using mana acceleration from Birds of Paradise and Llanowar **Elves**, it aimed to play expensive spells like Beast Attack and Call of the Herd quickly. A third-turn Braids, while unlikely, spelled quick death for any resource-deprived

opponent. What made this deck more powerful than most Black

BLACK GREEN BRAIDS

- Chainer's Edict (TO)
- Birds of Paradise (7th)
- 4x Braids, Cabal Minion (OD)
- 4x
- Spiritmonger (AP) Wild Mongrel (OD)
- Beast Attack (OD)
- Llanowar Wastes (AP) 4x
- Forests (7th)
- 4x Call of the Herd (OD)
- 4x Llanowar Elves (7th)
- Swamps (7th)
- Squirrel Nest (OD)

Joshua Claytor

Green decks was the synergy between Braids, Cabal Minion and Squirrel Nest. Your opponent loses an important resource while all you lose is a small token creature. Wild Mongrel brings the beat down, and grows larger when you pitch the deck's flashback cards to it. Spiritmonger ends the game quickly and Chainer's Edict ends your opponent's hope of blocking.

Discard two cards from your hand: Put a 2/2 black Zombie creature oken into play. The nomads' funeral pyres are more oractical than ceremi

Ben Seck introduced Wurm Infestation to the world www.brainburst.com. This threecolor deck has mana issues, but when it comes out of the gate, it hits hard. Pairing

Zombie Infestation with

the madness mechanic is like having ice cream with hot fudge. Pitch two Fiery Tempers to make a Power 2 token while hitting your opponent for six points. Wild Mongrel acts as another discard unit. This deck is chock full of synergy. Grim Lavamancer takes cheap madness cards and uses them to fuel a Cursed Scroll effect. Don't have answers to the threats on the board? Skeletal Scrying clears your graveyard and gives you more fuel for Zombie Infestation or Wild Mongrel, plus more madness cards.

Clipped Wings showed promise at the Regional in Atlanta, Ga. Although the

deck's player didn't quali-

fy, he started with a perfect 8-0 record. This version of Counter Burn takes advantage of the current creature-hating metagame. Opponents who packed a lot of hate like Innocent Blood or Chainer's Edict had at least four cards that

deck. Packing lots of carddrawing, this deck burns through cards as quickly as it burns through your opponent. How would you split a **Fact or Fiction** draw that revealed two Prophetic Bolts, Fact or Fiction, and two

against this

Urza's Rage? Firebolt kills off the quick creatures, and flashes back for another two points of damage. Counterspell and Syncopate counter any further threats,

Counterspell (7th) 3x Syncopate (OD) Fire/Ice (AP) 4x Prophetic Bolt (AP) 4x 4x Fact or Fiction (IN) Sleight of Hand (7th) Earthquake (7th) 2x Firebolt (OD) 4x Urza's Rage (IN) 4x Repulse (IN) 4x 4x Shivan Reef (AP) 12x Island (7th) 7x Mountain (7th)

Reveal the top five cards of your

Reveal the top five cards of your library. An opponent separates thos cards into two face-up piles. Put one pile into your hand and the other into your graveyard.

WHEN STATES

CLIPPED WINGS

while Repulse lets you slow the tempo. Earthquake can be used as a large finisher or for mass

Another popular deck from Regionals is Terminator. Resembling Wurm Infestation, Terminator takes advantage of a cleaner, tighter mana base. Flametongue Kavu and Terminate kick off the creature hate while fueling your own killing machine, Mortivore. Pernicious Deed sweeps the board clear of blockers and further fuels the regenerating black creature. Phyrexian Rager gives the

TERMINATOR

- 4x Phyrexian Rager (AP)
- 4x Wild Mongrel (OD)
- 4x Terminate (PS) 4x Call of the Herd (OD)
- 4x Llanowar Wastes (AP)
- 4x Karplusan Forest (7th)
- 4x Urborg Volcano (IN) 7x Forest (7th)
- 5x Swamp (7th)
- 2x Pernicious Deed (AP)
- 2x Mortivore (OD)
- 4x Flametongue Kavu (PS)
- 4x Llanowar Elves (7th)
- 4x Birds of Paradise (7th) 4x Spiritmonger (AP)







were useless

deck much-needed drawing power, while Birds of Paradise and Llanowar Elves give it a full turn of fundamental mana acceleration. Wild Mongrel turns late-game land draws into a power-up. Call of the Herd and Spiritmonger round out the deck.

Flaming Tog is a spin on the Psychatog decks running rampant in Standard since the San Diego Masters Series. A third color gives it a little more firepower. Past 'tog decks' only main-deck win was the powerful creature, but with this deck, you can win with a kicked

Rage, a Flametongue Kavu, and Shadowmage Infiltrator. Prophetic

Bolt, Fact or Fiction.

FLAMING TOG

- 7x Island (7th)
- 3x Shivan Reef (AP)

and Standstill give you incredible card advantage, while Nightscape Familiar, Repulse and Fire/Ice protect you from creature swarms. The deck's only drawback is a lack of counter magic. Four **Counterspells** are the only defense you have — use them wisely.

Counter Trenches has been seen here before, but had fallen off the radar for a time. This build was used in Australia and earned its player

a spot on the Australian National team. The creatureless deck uses

the same strategy as Clipped Wings. The biggest difference is the use of Goblin Trenches. This amazing enchantment turns useless lands into uncounterable creatures, and most times, they smack your opponent before she can fully react. Wild Research is used to find the powerful Trenches or back-break-

ing Teferi's Moat. Spending the time to set

COUNTER TRENCHES

- 4x Counterspell (7th) 4x Memory Lapse (7th)
- 3x Absorb (IN)
- 2x Syncopate (OD) 2x Wrath of God (7th)
- 1x Teferi's Moat (IN)
- 2x Goblin Trenches (AP)
- 1x Wild Research (AP)
- 3x Repulse (IN)
- 4x Fact or Fiction (IN)
- 4x Fire/Ice (AP)
- 2x Urza's Rage (IN)
- 3x Prophetic Bolt (AP)
- 8x Islands (7th) 4x Coastal Tower (IN)
- 2x Adakar Wastes (7th)
- 3x Skycloud Expanse (OD)
- 2x Shivan Reef (AP)
- 4x Mountain (7th)
- 2x Battlefield Forge (IN)

up these enchantments meant that counter magic was needed. Absorb, Memory Lapse, Syncopate, and the original add a potent count-

2 , Sacrifice a land: Put two 1/1 red and white Goblin Soldier creature tokens into play.

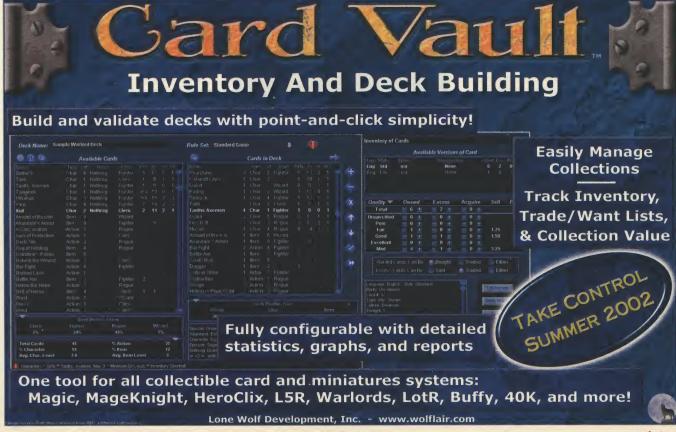
The ground rose and formed into thousands of tiny warriors. This fight

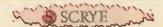
er arsenal. Prophetic Bolt and Fact or Fiction bring down a rain of card advantage, and after you get this ball rolling, your opponent will be hard-pressed to stop it.

It won't be long until the tounament scene faces its day of Judgment. Things look bright for green and white, but will the new expansion bring these colors back to the forefront of Magic? Torment was amazing for black, and Invasion gave blue many tools. In the distant past, Tempest made red the best, so maybe it's time for these two neglected colors to spring back to the forefront.



Uras Rage







Got no one to play with? Options for playing Magic online

Almost since it's release, Magic: The Gathering has had a presence on the Internet. What began as one of the busiest newsgroups on usenet spread to websites and eventually to online versions of the game like Apprentice and Magic Online. Today there are a couple of websites that help you play Magic online, as well as more general-purpose sites that can help get your online (or real) deck squared away.

The first thing to do if you plan to play online Magic is to decide which software to use. The two main choices are Apprentice by Dragonstar Studios and Magic Online by Wizards of the Coast. Magic Online has an amazing user-friendly interface, with great graphics and good play. Apprentice is just OK. The big difference is Magic Online (once it's out of beta testing) will require users to purchase virtual booster packs at retail price to play, while Apprentice is free.

To download Apprentice, visit Dragonstar Studio's website: www.dragonstudios.com/apprentice/. To download Magic Online, visit Wizard's of the Coast's Magic Online page at https://magiconlinestore.wizards.com/. After downloading and installing the software, you'll need to build a deck. Magic Online and Apprentice have similar deck-building interfaces. Magic Online offers nice pop-up scans of the cards you're building with, but you're limited to cards you "own." With Apprentice, you can build with any cards, but you only get card text.





Armed with a deck, it's time to track down an opponent to play. With Magic Online, you simply log on and go to one of the many rooms dedicated to draft or constructed or whatever, and join a tournament or challenge someone. Finding an opponent in Apprentice is a bit more involved. You need to know who you're playing and have their IP address (and they need yours) or you need to locate an opponent through IRC or some other method (ICQ, e-mail, AOL instant messenger, etc.). Apprentice's in-program help has information on all of this, but connecting is more involved and less user-friendly than Magic Online. It may seem like Apprentice is not a good choice for online play, but this really isn't the case, Magic Online and Apprentice are simply in different leagues.

I recommend trying both. Magic Online is currently superior. It's free in the beta-testing stage, and has near-perfect game play. The only problem I see it suffering from at the moment is the overworked Magic Online servers not being able to handle all the people playing. Once it gets out of beta, you can decide if it's worth the money to play Magic Online versus Apprentice.

Playing online Magic takes a traditional collectible card game into a whole new dimension. It's not a replacement for sitting around a table with friends and playing, but if you're away from home or don't live near other players, a few online games may be just the thing for you.

Some useful Magic links:

www.wizards.com - Wizards of the Coast's website has lots of Magic coverage, as well as info on other Wizards of the Coast games.

www.wizards.com/sideboard - The online home of Sideboard magazine has strategy and reports from the Pro Tour, Grand Prix, and other big tournaments.

www.mtgnews.com/ - Current events and a nice searchable spoiler generator.

www.starcitygames.com/magic.php - This Magic strategy page usually has good articles. www.brainburst.com - Another decent

strategy and tournament-report site.



Quest for the Grail

Magic: The Gathering has more than a billion cards in circulation. This leads some collectors and players to hunt for the rarest, shiniest, and most unusual Magic cards available. The trick can be finding out about - not to mention locating — the crème de la crème of the Magic world.

The first place to start any quest is with information. Bob Flaminio's Magic

(www.flaminio.com/magic/rarities.html) has lots of scans in a well-organized and informative site. Whether you're looking for info on the latest DCI Judge foil, the Jun Minagishi token cards, or the bootleg Middle Ages expansion, this is the site for you.

After looking over the "standard" magic cards, you can delve into the realm of misprints. Squt's Magic Misprint/Error List (http://members.tripod.com/~squt/ MainError.html) is a good starting point

After finding out what exists, it's time to decide what you want and try to find it. As with most everything collectible, the first place to start is eBay (www.ebay.com). eBay has several auction categories dedicated to Magic, and many people post cards for sale. The drawback to







eBay is that, if the card you're after is hot, you'll usually end up paying a steep price for it. If the cards you like aren't highly sought-after, you'll often find a bargain. The upside is you have access to sellers around the world. If you want the Portal 1 alternate-art basic lands only avail-

est Magic cards

able in Mainland China, eBay is the place to go. If you prefer to hold on to your hard-earned cash and trade for the cards you seek, a good page to visit is the Magic: The Gathering Online Trading League (www.magictraders.com/).

> Many traders post their haves and wants at this site, which also has a feedback feature similar to eBay. The feedback adds a little more security and peace of mind when making substantial online trades.

One source I'd recommend staying away from is most card dealers. Anything exotic usually costs at least double and often much more from a dealer. One example that springs to mind is a Summer Magic Blue Hurricane I was looking for. I found an online dealer offering one for the "bargain" price of \$6,000. An eBay auction sold one for under \$1,000 (not to me; I didn't want it that badly)

As this example also shows, sometimes people selling that rarity you want so badly will be asking more than you can comfortably pay. Sometimes you have to say "no thank you" and pass. Just remember, often it's not the possessing but the pursuit that makes it worthwhile.





Drive opponents Crazy with Madness deck

My local playtesting group came up with this blue/red concoction, which doesn't so much abuse Torment's madness mechanic as takes it outside and gives it a solid beating. Half the cards are madness cards; the other half are ways to utilize madness.

Aquamoeba is a 1/3 wall you can feed madness cards to. You can pitch a card to make it a 3/1. That card could be Fiery Temper, to clear out a blocker, or Obsessive Search, to draw a card.

Draw a card.

Madness 6 (You may play this card for its madness cost at the time you discard it from your hand.)

The question strained his sanity. The answer snapped it in half.



- Aquamoeba (TR)
- Merfolk Looter (7th)
- Grim Lavamancer (TR) 2x
- Compulsion (TR) 3x
- Obsessive Search (TR) 4x
- Fiery Temper (TR)
- Violent Eruption (TR)
- Memory Lapse (7th) Counterspell (7th) 4x
- 4x
- Circular Logic (TR) Shivan Reef (AP)
- 10x Mountain
- Island SIOFROARD
- 4x Aether Burst (OD)
- Gainsay (PL)
- Flametongue Kavu (PL)
- Disrupt (IN)



The deck has a powerful card-drawing engine fueled by Merfolk Looter and Compulsion. Obsessive Search, which at worst replaces itself for one blue mana, gives you two-for-one card advantage when used with the Looter and Compulsion. These two cards enable you to turn Fiery Temper and Circular

Logic into one-mana cantrip versions of Counterspell and Lightning Bolt.

Two copies of Grim Lavamancer fill out the creature base. Unlike most one-castingcost creatures, Lavamancer is something you'd prefer to cast later in the game rather than on turn one. By then, your graveyard is full, so it can deal that last few points of damage when there's a creature stall.

The deck runs 12 total counters, including, of course, Counterspell. Memory Lapse is a tempo control card, like Aether Burst or Repulse. Early



on, it's like a Time Walk, giving you a free turn to attack or fill your hand. Circular Logic is powerful combined with Compulsion and Merfolk Looter. Since your graveyard tends to fill rapidly, it's a guaranteed counter save for the first few turns of the game.

As for the burn quotient, in addition to Fiery Temper, there's Violent Eruption — even without madness, it's a superior board-sweeper. Playable on turn three, it can shift the balance of the board to you or deliver the last few points of damage straight to an opponent. Four damage at instant speed for three mana? It's madness, I tell you, madness!

The sideboard is designed to combat decks that give OCB the most trouble, primarily creature rush decks. Disrupt, combined with Gainsay, lets you punch through the toughest control decks. Flametongue Kavu provides more two-for-one card advantage and solid defense against R/G rush decks. Aether Burst is also good against R/G rush, as well as giving the deck a way to deal with the occasional Spiritmonger that sneaks though the counters.

The deck is a blast to play. Get about four or five lands into play, beat down with an Aquamoeba or two, draw tons of cards with Merfolk Looter and Compulsion, and pitch lands and madness spells until you win or run out of cards - whichever comes first.









Deck Construction

Type 1 Goblin Attack!

Alex Kosoris writes:

I have a goblin deck which used to be Extended but I'm trying to make it Type 1. It plays much like a Sligh deck. When I don't get a bad draw, I can go extremely fast with

the Goblin Lackeys. The deck is good, but I'm starting to lose my winning streak. I'm trying to work in my Fork and I was wondering if I should put my sideboard Bedlams into my main deck. I found that Bedlams are a good way to get around creatures with protection from red, which the deck also has problems with. Please help me. I have access to almost any card that costs \$20 or less.

- 4x Goblin Lackey (US) 4x Mogg Flunkies (SH)
- 4x Mogg Flunkies (SH)
 1x Wheel of Fortune (Rev)
- 3x Fireblast (VI)
- 4x Goblin Patrol (US)
- 4x Lightning Bolt (Rev)
- 4x Goblin King (7th)
- 4x Mogg Fanatic (TE)
- 4x Cursed Scroll (TE)
 4x Ball Lightning (Rev)
- 4x Incinerate (IA)
- 20x Mountain (7th)

Bennie responds:

Goblin decks (and red burn in general) are very effective in Type 1 given its variety of efficient damage-dealing red spells. They're also relatively cheap compared to many other top decks. What can we do with your Goblin deck to make it more competitive in that arena? First, swap the Goblin Kings (too slow at three mana) for Goblin Grenades — five damage for one red mana and two cards, really upping the damage this deck can dish out fast. Chain Lightning, a common from Legends, should be fairly easy to get ahold of, and it functions basically like Lightning Bolt. We also want four copies of Fireblast, which is by far the scariest spell in Sligh.

Your goblin selection looks good, though I cut a few Lackeys to make some room. I also recommend trying out **Browbeat**, a new "punisher" spell from *Judgment*, in place of **Wheel of Fortune**. For the same mana and speed, you either draw three cards or your opponent takes five points of damage. Your opponent gets to choose which, but neither option appeals when facing a burn deck.

I also changed your land mix. I would normally advise a mix of Wasteland and Strip Mine to disrupt your opponent's mana base while you attack with weenies, but you mentioned problems with creatures that have protection from red. Cursed Scroll can help, but I also added four Barbarian Rings. The pain they cause will seldom matter to you, but this deck is bound to



reach threshold fast, and at that point, each Ring is a colorless, uncounterable source of damage. Here's what I ended up with:

- 4x Lightning Bolt (Rev) 4x Incinerate (IA)
- 4x Chain Lightning (LG)
- 4x Goblin Grenade (FE)
- 4x Ball Lightning (Rev)
- 4x Fireblast (VI)
- 1x Fork (Rev)
- 2x Goblin Lackey (US) 4x Goblin Patrol (US)
- 4x Mogg Fanatic (TE)
- 4x Cursed Scroll (TE)
- 1x Browbeat (JU)
- 4x Barbarian Ring (OD)
- 16x Mountain (7th)

Tip-Toe through the Minefield ... John Boisvert writes:

This deck I've just finished needs a lot of work. What I try to do is bring out Samite Elder and Powerstone Minefield and wait for my opponent to attack. If his creatures survive the minefield, I have Master Healers, Militant Monks, and Samite Healers. I also put in Earthquake and Breath of Darigaaz. The blue is to get the cards faster. I would like this deck to be type 1.5. Here is my deck:

3x Samite Elder (PS)

Add to your mana pool. Barbarian Ring deals 1 damage to you.

Threshold — 3, \$, \$acrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player. (Play this ability only if seven or more cards are in course programs).

- 4x Master Healer (7th)
- 4x Samite Healer (7th)
- 4x Militant Monk (TR)
- 2x Crimson Acolyte (ÍN) 2x Angelfire Crusader (AP)
- 1x Atalya, Samite Master (IN)
- 4x Powerstone Minefield (AP)
- 4x Earthquake (7th)
- 4x Breath of Darigaaz (IN)
- 4x Accumulated Knowledge (NE)
- 4x Opt (IN)
- 9x Plains (7th)
- 6x Mountains (7th)
- 5x Islands (7th)

Bennie responds:

Powerstone Minefield is a sadly underused enchantment, so I was glad to see your deck idea. The first thing that worried me, though, was the fact you were using three colors with no way to smooth out your mana — no dual lands or anything. Since you're obviously using blue simply for card-drawing and sifting through the deck, presumably to find a Minefield, we can cut the blue and add

ting redundant effects ensure you get the "combo" into play. A two-color deck is more reliable, especially in Type 1.5, where you can make use of dual lands such as Plateau and Battlefield Forge.

Your initial approach is to use the Minefield and clerics to make an unassailable defense, waiting for your opponent to attack. But what if he doesn't? What if he's using a combo deck or a deck with a few huge creatures that only need to hit you a few times to win? You can use the fantastic redundancy of Minefield, Earthquake and Breath and combine it with protectionfrom-red creatures to make a more aggressive deck. Soltari Priest and Thermal Glider come to mind, but Paladin en-Vec is particularly vicious, with protection from red and first strike working synergistically with Powerstone Minefield. If he attacks, a blocking creature needs greater than four toughness to survive the Minefield damage plus the Paladin's first strike. Warrior en-Kor is a nice supplemental creature, letting him shunt Minefield damage to other creatures that actually have protection. Round the creatures out with Knight of Dawn. Though its ability is expensive, he has first strike and can gain protection from red, so he can function much like the Paladin (occasionally he'll be better).

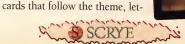
I added the versatile **Swords to Plowshares** to kill any particularly large creatures or opposing creatures that also have protection from red. Don't forget, in a pinch, you can Plow one of your own creatures to gain some needed life points, an important thing to remember since you'll damage yourself with Earthquake and Breath. Here's what I ended up with:

- x Soltari Priest (TE)
- 4x Warrior en-Kor (SH)
- 4x Paladin en-Vec (EX)
- 4x Thermal Glider (MM)
- 4x Knight of Dawn (TE)
 4x Powerstone Minefield (AP)
- 4x Earthquake (7th)
- 4x Breath of Darigaaz (IN)
- 4x Swords to Plowshares (IA)
- 4x Battlefield Forge (AP)
- 4x Plateau (Rev)
- 6x Mountains (7th)
- 10x Plains (7th)



Illus. Greg & Tim Hildebrandt





Send your deck questions to scryedecks@krause.com!



Take the measure our local metagam



Figuring out the metagame is the key to being successful at all levels of playing constructed Magic. While the pros and Grand Prix players must look further afield, the local player can narrow his focus. Successfully determining the direction of your local metagame, which is often radically different than the larger metagame, will keep you at the top of your weekly tournaments.

The major distinguishing factors between the big-picture metagame and the goings-on at your local events are widely divergent play skill and card pools. At the pro level, there's an assumption of skill level and rules knowledge that simply isn't uniformly present locally. Also, the game's elite have access to every card they might want or need, while little Johnny might be playing out of a 400-card collection.

When pros are deciding what to play, they have the luxury of ruling out a number of "unplayable" cards. You're not so lucky. Popular net-decks and successful high-profile decks were designed based on assumptions that you can't make. The rogue factor is much higher locally, so you're going to have to deal with the possibility of facing Patron Wizard, Rag Man, and Okk.

So what's a prospective local champion to do? Pay attention — and pay attention to who's paying attention. It's simple in theory and not all that difficult in practice, either.

You can't ignore the net-deck factor. There are players who jump on StarCity or Sideboard and build whatever did well at the last big tourna-

Young Jedi Booster Box \$6



by Sheldon K. Menery

Price of Glory

ment. They're sure to have a decent deck, but they may not be conversant with the deck's underlying principles. That's OK for you, especially when you figure out who they are. You can base your reaction to the game to theirs. If there's a commonly accepted "deck to beat" (like Necropotence, back in the day), then your job is easier. Every pro hopeful will hop on the bandwagon.

The Little Johnny factor means there will be more creature beatdown decks locally. Your uber-control, designed to deal with the 18-22 creatures most people play, will run into difficulties when the Scungili twins play their 34-creature monstrosity. Err on the side(board) of additional creature control.

Analyze the people who generally show up at local events. Is the composition predominantly Pro Tour hopefuls or is it a cross-section of tournament players, casual/social players, and beginners? Weekly events at Your Move Games in Boston are likely to be decidedly different than our weekly events here in Anchorage, Alaska. If you have more players who are more deeply

involved in the game, you can be sure that the net influence will be greater.

> After that, just watch. Get a feel for the tendencies of individuals and of the environment as a whole. If someone comes up with or

plays a successful deck, is there a rush to copy it, do players immediately start planning against it, or is it ignored? What happens when the environment shifts in a particular direction? Your reaction must be based on how everyone else reacts.

We recently had a situation where control was popular. One night, literally 75% of the decks featured counterspells. The following week, one observant player showed up with Price of Glory featured

in his main deck. He went undefeated.

Being successful in your local metagame means correctly judging what the people who show up are going to do with the resources they have available, and how they're going to react to everyone else. Determine the leaders, the followers, and the true rogues, and eventually you'll be the one that they're metagaming against so you'll always be one step ahead.



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THE Cathering

Q&A for Magic

Tapping the knowledge vault

Rules

Q: What happens when someone casts **Memory Lapse** on an **Urza's Rage**?

A: He wastes his time and annoys the pig. [Rimshot!] Memory Lapse's "return to the top of the library" ability is contingent on it actually countering the spell. If it doesn't counter the spell, the zone-change replacement can't happen, because the Rage spell card is still on the stack instead of getting put in the graveyard.

Q: How can you play a madness spell that you've discarded during your discard phase? Haven't you lost any opportunities to play any spells at that point?

A: No, because the madness spell has created a triggered ability. During cleanup, if any abilities have triggered, the active player receives priority to play spells and abilities (Comprehensive Rules 314.1c). Once the stack is empty and both players pass, another cleanup step begins.

Q: If I use a Parallax Wave to remove two legendary creatures from play and then the Wave fades away, do the two legends die or do I get to choose which one came in first and destroy the other one?

A: The two legends will come into play at the same time and then both are put in the graveyard (420.5e).

Q: What happens when Nefarious Lich and Transcendence are in play at the same time on one side of the table?

A: You would be almost impossible to kill except by decking or with the aid of enchantment removal. Transcendence says you don't lose for having zero or less life, but if you reach 20 or more life, you lose the game. This can't happen, however, because Nefarious Lich says that, instead of gaining life, you draw that many cards instead. If somehow you would lose life (let's use Undermine as an example), you would first lose three life, then, as a triggered ability of the Transcendence, gain twice that much back — except that when the trigger goes to resolve, Nefarious Lich replaces that life gain by having you draw six cards instead. It doesn't matter what your life total is, because Transcendence is protecting you. A normal creature

Cardmastyr

by Bennie C. Smith & Sheldon Menery

attacking you can't hurt you, because the Lich replaces damage with removing cards from your graveyard instead. Note that a creature attacking you doesn't trigger the Transcendence gain life ability, because the damage never gets dealt (due to the Lich's replacement). If you're going to lose, it's likely to be because you run out of

cards in your graveyard or your library (or, of course, the Lich leaves play).

Card-Specific

Q: If my Vesuvan Doppleganger copies a Spiritmonger, can I change the Vesuvan to black until end of turn to dodge my opponent's Terror?

A: Yes. The Vesuvan gains all the abilities of the Spiritmonger. It's blue because of its own text, but you can spend G to change it until end of turn, at which time it'll turn back to blue.

Q: If a Vesuvan Doppleganger gets +1/+1 counters while copying a Spiritmonger, then changes to another creature, does it lose those counters?

A: No. The counters stay.

Q: If my Vesuvan Doppleganger copies a Spiritmonger that already has +1/+1 counters, does it also get those counters, too?

A: No. The Doppleganger copies the Spiritmonger's base characteristics (minus color). Other effects (like if the Spiritmonger had previously had a Giant Growth played on it) and counters aren't copied.

Timing

Q: I play Nostalgic Dreams and discard a

Fiery Temper, then use
Temper's madness ability to
cast it. Once the stack resolves
and Fiery Temper goes to the
graveyard, can I return it to my
hand with Nostalgic Dreams?
Or do I have to specify which
cards I'm returning as I play
Nostalgic Dreams?

A: Nostalgic Dreams targets the cards you're returning from the graveyard. That means you have to choose them during announcement. You choose targets before you pay costs (409.1c), so you can't get back the Fiery Temper, because it's not in your graveyard when you announce Dreams.

Q: If your opponent has **Standstill** in play and you cast a spell, can your opponent activate Standstill to try to draw a counterspell to use on the spell you just cast?

A: Yes. After Standstill resolves and your opponent has drawn the cards, the active player once again gets priority. Your opponent can use one of the cards he just drew or even one that was already in his hand to counter the spell that triggered.

Combat

Q: If a creature your opponent controls attacks you and its power is higher than your

remaining life, but it's enchanted with a Soul Link that you control, do you lose the game or does the Soul Link save you?

A: You lose the game. The Soul Link has a triggered ability. If the creature does damage, you'll gain life.
Unfortunately for you, the damage has to resolve before the triggered ability goes on the stack. Just before it goes on the stack, you check for State-Based Effects (420). The game sees that you have zero or less life, and you lose before the trigger can resolve.



Creature Abilities

Q: If my opponent activates **Grim Lavamancer** and only has two cards in the graveyard, can I respond with a **Coffin Purge** to fizzle his ability?

A: No. Costs are paid during the announcement of the ability (409.1f), and you don't get priority until after the announcement is complete. By the time you get the chance to respond, the cards are already gone. We know that removing the two cards is a cost, because it's to the left of the colon. Note that "fizzle" is an obsolete term in Magic.

Q: I have a **Royal Assassin** in play and my opponent has a **Razorfin Hunter** in play. He taps it to do one damage to my Assassin, and I tap the Assassin to kill the Hunter. Would the assassin kill the hunter without taking damage or do they kill each other?

A: They kill each other. Once an ability is on the stack, removing the source of the ability won't stop the effect from happening.

Q: Can I regenerate a creature from a **Pernicious Deed**, even though the Deed isn't doing any damage?

A: Yes. Regeneration is a destruction-replacement effect. "Regenerate [this]" means "The next time [this] would be destroyed this turn, instead remove all damage from it, tap it, and (if it's in combat) remove it from combat." (419.6b)

Send your rules questions to scryedecks@krause.com!





Recent rulings & happenings



DCI update

- No new cards have been placed on the Banned or Restricted list of any *Magic* format as of May 1.
- Judgment will be legal for constructed tournament play July 1. The first large tournament to use this set legally is the Amateur Championships, scheduled for July 6 at the



Origins convention in Columbus, Ohio.

• Errata for tournament play has been

issued for the five Wish cards in the *Judgment* expansion. When you play one of the Wish cards in a tournament, you can get a card only from your sideboard or your removed-fromgame zone. In effect, this rule keeps players from getting access to their entire collections at tournaments. However, if you want to Wish out a **Black Lotus** when playing at your kitchen table, feel free!

Banned & Restricted

CARD SETS PERMITTED FOR M:TG TOURNAMENT PLAY

TYPE 1 (CLASSIC) SETS: Arabian Nights, Antiquities, Legends, The Dark, Fallen Empires, Ice Age, Homelands, Alliances, Mirage, Visions, Weatherlight, Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Odyssey, Torment, promotional cards, and all basic sets (Alpha-7th Ed.)

TYPE 1 RESTRICTED: Ancestral Recall, Balance, Berserk, Black Lotus, Black Vise, Braingeyser, Channel, Crop Rotation, Demonic Tutor, Demonic Consultation, Doomsday, Dream Halls, Enightened Tutor, Fact or Fiction, Fastbond, Fork, Frantic Search, Grim Monolith, Hurkyl's Recall, Library of Alexandria, Lotus Petal, Mana Crypt, Mana

Vault, Memory Jar, Mind Over Matter, Mind Twist, Mox Diamond, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Mystical Tutor, Necropotence, Recall, Regrowth, Sol Ring, Strip Mine, Stroke of Genius, Time Spiral, Time Walk, Timetwister, Tinker, Tolarian Academy, Vampiric Tutor, Voltaic Key, Wheel of Fortune, Windfall, Yawgmoth's Bargain, Yawgmoth's Will

TYPE 1 (CLASSIC) BANNED: Amulet of Quoz, Bronze Tablet, Chaos Orb, Contract from Below, Darkpact, Demonic Attorney, Falling Star, Jeweled Bird, Rebirth, Tempest Efreet, Timmerian Fiends

TYPE 1.5 (CLASSIC-RESTRICTED)
SETS: Arabian Nights, Antiquities,
Legends, The Dark, Fallen Empires, Ice
Age, Homelands, Alliances, Mirage,
Visions, Weatherlight, Tempest,
Stronghold, Exodus, Urza's Saga, Urza's
Legacy Urza's Destiny, Mercadian
Masques, Nemesis, Prophecy, Invasion,

Planeshift, Apocalypse, Odyssey, Torment, promotional cards, and all basic sets (Alpha-7th Ed.)

TYPE 1.5 BANNED: Amulet of Quoz, Ancestral Recall, Balance, Berserk, Black Lotus, Black Vise, Braingeyser, Bronze Tablet, Channel, Chaos Orb, Contract From Below, Crop Rotation, Darkpact, Demonic Attorney, Demonic Consulation, Demonic Tutor, Doomsday, Dream Halls, Enlightened Tutor, Fact or Fiction, Falling Star, Fastbond, Fork Frantic Search, Grim Monolith, Hurkyl's Recall, Jeweled Bird, Library of Alexandria, Lotus Petal, Mana Crypt, Mana Vault, Memory Jar, Mind Over Matter, Mind Twist, Mox Diamond, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Mystical Tutor, Necropotence, Rebirth, Recall, Regrowth, Sol Ring, Strip Mine, Stroke of Genius, Tempest Efreet, Time Spiral, Time Walk, Timetwister, Timmerian Fiends, Tinker, Tolarian Academy, Vampiric Tutor, Voltaic Key, Wheel of Fortune, Windfall, Yawgmoth's Bargain,

Yawgmoth's Will

EXTENDED FORMAT (TYPE 1.X) SETS: 5th Ed., 6th Ed., 7th Ed., Ice Age, Homelands, Alliances, Mirage, Visions, Weatherlight, Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Odyssey, Torment, dual lands and promotional cards.

EXTENDED FORMAT BANNED: Dark Ritual, Demonic Consultation, Dream Halls, Earthoraft, Lotus Petal, Mana Crypt, Mana Vault, Memory Jar, Mind Over Matter, Necropotence, Replenish, Survival of the Fittest, Time Spiral, Tolarian Academy, Windfall, Yawgmoth's Bargain, Yawgmoth's Will, Zuran Orb

TYPE 2 (STANDARD) SETS: 7th Ed., Invasion, Planeshift, Apocalypse, Odyssey, Torment

ICE AGE BLOCK (EXTENDED) SETS: Ice Age, Homelands, Alliances

ICE AGE BLOCK BANNED: Amulet of

Quoz, Thawing Glaciers, Zuran Orb.

MIRAGE BLOCK SETS: Mirage, Visions, Weatherlight

MIRAGE BLOCK BANNED: Squandered Resources

RATH CYCLE SETS: Tempest, Stronghold, Exodus

RATH CYCLE BANNED: Cursed Scroll

ARTIFACT CYCLE (TYPE 2) SETS: Urza's Saga, Urza's Legacy, Urza's Destiny

ARTIFACT CYCLE BANNED: Gaea's Cradle, Memory Jar, Serra's Sanctum, Time Spiral, Tolarian Academy, Voltaic Key, Windfall

MASQUES BLOCK SETS: Mercadian Masques, Nemesis, Prophecy

MASQUES BLOCK BANNED: Lin Sivvi Defiant Hero, Rishadan Port

INVASION BLOCK SETS: Invasion, Planeshift, Apocalypse

ODYSSEY BLOCK SETS: Odyssey, Torment

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MAKE MAGIC STRATEGIES WORK IN LORD OF THE RINGS ~

BRING MAGIC TO MIDDLE EARTH

Magic players who are playing (or considering playing) Lord of the Rings will find enough similarities in both games to make some familiar strategies work, while LotR's differences throw other triedand-true approaches right into the graveyard.

Companions and minions work like creatures; conditions, possessions, and artifacts are like different types of enchantments; and events are instants. Allies are similar to Magic artifacts: some are used as blockers, but most as resources. Experienced Magic players know an enchantment and an instant that do the same thing each offer an advantage: permanence in the former, surprise in the latter. Conditions and events can be compared the same way.

Other strategies aren't as obvious. Magic's old Lich deck worked by using up your life points, then using **Lich** to save you from death. A similar *LotR* deck heaps exertion and burdens on Frodo, kills Frodo, and gives the ring to Sam. The Lich deck provides a roadmap for a Suicide Frodo deck.

Both games require resource management: your deck, cards in play, hand, pool (mana or twilight), and discard pile. You can transfer resources between categories, which was the basis for Magic's Prosperous Bloom deck. Exploiting this in LotR depends on race — Hobbits are better at searching the draw deck; Dwarves are better at playing cards from the discard pile. Two-color Magic decks allow you to offset one color's weakness with another's strength. In the same way, adding Sauron or Moria cards can provide direct damage missing from the Ringwraith culture.

Three primary differences between Magic and LotR impact strategy: pool management, card





drawing, and removal. Magic players have more control over their pools, since they play and tap lands from their decks. Not so in LotR. The Free People's player can play whatever he likes, while the Shadow player depends on what her opponent gives her. This makes the Shadow side harder to design. It needs to be prepared for both lean times and excess — like a Moria Swarm-Cave Troll deck.

LotR's card-drawing mechanics rewrite Magic's view of card value. In Magic, you draw one card per turn, so card drawing and discarding are powerful. In LotR, you get to refill your hand, so a single card doesn't make as much difference. Both Hymn To Tourach and The White Arrows of Lorien

by Nate Heiss

cause your opponent to discard two random cards. The former was banned from *Magic* as too powerful; the latter isn't strong enough to see much play in *LotR*, where discarding and card drawing offer short-term rather than long-term advantage.

Discard is a viable side strategy. Combined with deck destruction, it can leave an opponent with no options. Necropotence decks, the classic "broken" Magic deck, drew lots of cards and destroyed its opponent's resources. Draw-discard was the backbone, and LotR can exploit this strategy for short-term card advantage. A longstanding Magic rule is "never overplay your hand," because you don't want an empty hand when Armageddon, Tranquility, or another massdestruction spell annihilates your resources. Because you refill your hand in LotR, holding back limits your options. In Magic, a Fireball that kills three creatures gives card advantage by eliminating three cards for one. In LotR, such advantage is temporary. If I kill a Balrog to spare my companions, it doesn't matter if I use three, five, or all the cards in my hand. The short-term disadvantage is offset by the long-term gain.

Card removal also influences *LotR* strategy. Allies and conditions are easily removed, but not possessions, companions, and minions. For this reason, you'll often see multiple cards played on a single character in *LotR*, where in *Magic*, a creature with even one enchantment is a target.

Perhaps the most important thing to remember is that, whatever you play, common principles help bridge the gap between games. A new game doesn't always need a new trick — just a way to make old ones fresh again.

CORD ROUTHE RINGS TRADING CARD GAME

BRING FOES DOWN WITH A HAIL OF ARROWS

The archery phase of *Lord* of the Rings gives you a shot (literally) at killing foes before

they get a chance to scratch your team. You just need enough archery points to kill an opposing character before the skirmish phase.

For the Free Peoples, this is easy when facing such Shadow cultures as Moria, since many Moria minions have only one vitality point. Against higher-vitality minions (especially Nazgūl), it can be difficult. But if you wound a minion once or twice, it's likely to fall to your arrows when you move again. When shooting at Free Peoples cards, don't worry about not killing a character outright — those wounds will add up over the course of a few battles until the heroes drop like flies.

Free Peoples archers aren't easy to come by, so you'll need to recruit some with Elven Bow. A good starting archery Fellowship consists of Frodo, Son of Drogo, Legolas, Geenleaf, and Arwen, Daughter of Elrond. Bid high to go first so you can use The Prancing Pony to fetch Aragorn, King in Exile, since he can acquire Aragorn's Bow later. The Splendor of Their Banners is a key card, since it can finish off a dangerous minion. It's best to put it on Arwen, since Aragorn can heal her each turn. Other damaging effects include Power According to His Stature, Double Shot, A Ranger's Versatility, and Pursuit Just Behind.

Each turn, move as far as you can, with little

regard to the twilight you add to the pool. Your arrows will take care of danger, and your characters aren't wimps, either. Use **The Last Alliance of Elves and Men** and Power According to His Stature to ditch monsters that survive your arrows. Two things to watch out for with this type of deck: It may take a while to get rolling if you don't draw any bows; and beware **Anduin Wilderland**, where you skip the archery phase!

On the Shadow side, most Shadow archers can fight, too, and getting that extra hit in really makes a difference.

The trick is to time your archers' appearances so the wounds they inflict won't be lost when your opponent reaches a haven — try starting the assault after they leave site 3 or 6.

Typical Shadow archery cards are Lurtz,
Servant of Isengard, Orthanc Assassin, Goblin
Archer, Goblin Bowman, Moria Archer Troop,
Goblin Marksman, and the Orc Bowmen condition.
There are a few cards that have an archer-like
effect, such as Bitter Hatred and Hate. Most of the
regular archery cards are from the Isengard and
Moria cultures.

Without a doubt, the Sauron culture's Orc Bowmen is the most powerful archery card in the



game - effectively giving you free wounds every turn. And it's stackable — if you have two out, you add +2 to your minion archery total if you can spot just one Sauron Orc. For a powerful archer deck, find four copies of this bad boy, along with The Dark Lord Summons and other search cards to get them out as fast as possible. Using cards that are easy to play out from your hand will also help, since you'll draw many cards each time you

reconcile your hand.

These days, Moria is all about the Balrog at the bridge, but archers can be effective, if the Balrog doesn't win the game for you. The issue with Moria and Isengard archery is that their archers have relatively high twilight costs. Moria and Isengard archers are best used to complement other strategies. Combining archers with high-powered skirmishers will occupy the Fellowship's best fighter and give archers an even chance against a weaker character. Sometimes you can get the best of both worlds — it's hard to fend off Lurtz when he has an Orthanc Assassin on his side!



PICK THE RIGHT MATCH-UPS WITH SARUMAN

A number of strategies are available when using the Isengard culture. One is to play as many Uruk-hai as possible and deal a large number of wounds with their "Damage +1" abilities. Another option is to use weather conditions to disrupt an opponent's Fellowship. This deck uses a different tactic focused on the Isengard skirmish events.

The deck will not play many minions at each site, but the minions' high strength, combined with events, will ensure they always win their skirmishes. Given a choice between winning two skirmishes or losing one but overwhelming another companion, it's best to kill a companion whenever possible. Lurtz's Battle Cry is useful for killing companions too strong to overwhelm.

A variety of support cards back up this strategy. Uruk-hai Armory keeps your minions alive against archery. Armor will counter your Battle Cry; you can remove it with Beyond the Height of Men. A few cards will make minions fierce, helping your minions deal even more damage.

Saruman, Servant of the Eye — the promo card inserted in this issue of Scrye — helps you choose a suitable skirmish. If you have a Battle Cry in your hand, take the opportunity to finish someone with high vitality. Use Troop of Uruk-hai to fight someone with a weapon while you can ignore its strength bonus. Avoid Hobbits when you've got Savagery to Match Their Numbers, so your opponent can't run away with a stealth card. If companions exert to avoid Saruman's ability, you still benefit. With your limited number of minions, it's useful to deal wounds outside the skirmish phase.

Because you win most skirmishes, your min-



ions will be alive if your opponent moves again - that usually prevents an opponent from moving two sites in a turn. Then be ready to move your Free Peoples two sites in a turn and pass your opponent. Archery will eliminate swarms of small minions. Aragorn, King in Exile and Arwen, Daughter of Elrond can defeat mediumsized minions. The Free People's side of the deck balances with the Uruks nicely, because it tends to draw lots of cards every turn, letting you get to those skirmish events.



The sites support both your Free Peoples and Shadow strategies. In particular, Ettenmoors and Hollin are useful for Uruk-hai, and they're both plains, helping Asfaloth. Anduin Confluence and Anduin Banks will compensate for some weaknesses in the Shadow side of

the deck without hurting your Fellowship.

'WHO DO YOU SERVE?"

- 1x Frodo, Reluctant Adventurer (MM) 1x The One Ring, Isildur's Bane (FR) SHADOW:
- 2x Saruman, Servant of the Eye (Pr)
- 2x Orthanc Assassin (FR)
- 2x Lurtz (FR)
- 2x Uruk Captain (MM)
- 2x Uruk Fighter (FR)
- 2x Uruk Warrior (FR) 2x Uruk Slayer (FR)
- 3x Troop of Uruk-hai (FR)
- 3x Uruk Scout (MM)
- 4x Saruman's Ambition (FR)
- 2x Savagery to Match Their Numbers (FR)
- 2x Bred for Battle (FR)

- 3x Lutrz's Battle Cry (FR)
- 2x Beyond the Height of Men (MM)
- 2x Uruk-hai Armory (FR)
- 1x Uruk-hai Rampage (FR) FREE PEOPLES:
- 1x Arwen, Daughter of Elrond (FR)
- 1x Legolas, Prince of Mirkwood (FR)
- 3x Aragorn, King in Exile (FR)
- 1x Haldir, Elf of the Golden Wood (FR)
- 2x Lorien Elf (FR)
- 2x Gwemegil (FR)
- 2x Asfaloth (FR)
- 3x Elven Bow (FR) 1x Bow of the Galadhrim (FR)
- 4x Defiance (FR)
- 4x Dismay Our Enemies (MM)
- 1x Songs of the Blessed Realm (FR)

- 3x Hosts of the Last Alliance (FR)
- 2x Sting (FR)
- 1x 0, Elbereth! Gilthoniel! (MM)
- 2x Hobbit Stealth (FR)
- 1x Ranger's Sword (FR)
- 1x Flaming Brand (MM)
- 1x Last Alliance of Elves and Men (FR)
- 1. The Prancing Pony (FR)
- 2. Ettenmoors (FR)
- 3. Rivendell Valley (FR)
 4. Hollin (MM)
- 5. The Bridge of Khazad-dûm (FR)
- 6. Galadriel's Glade (FR)
- 7. Anduin Confluence (FR)
- 8. Anduin Banks (FR)
- 9. Emyn Muil (FR)



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TWILIGHT NAZGÛL ARE KINGS OF CORRUPTION

Mines of Moria has fleshed out the possibilities for using a corruption

strategy in Lord of the Rings. Getting an opponent's Ring-bearer up to 10 burdens has been no

easy task. Previously, it could only realistically be achieved through massive amounts of direct damage (Sauron Orcs), or through Worry (Isengard Uruk-Hai). Now Twilight Nazgûl are the new masters of corruption.

While Nazgûl in Twilight have the same costs, powers, vitalities, and site numbers as their Fellowship of the Ring counterparts, their game texts abound with new abilities. Moria's The

Witch King, Lord of the Nazgûl is the mainstay of this deck. Weighing in at 14 power, he may exert to wound the Ring-bearer twice if he wins a skirmish. To maximize his ability, make him fierce with Úlairë Ostëa, Lieutenant of Morgul or Weathertop. Úlairë Enquëa, Ringwraith in **Twilight** is similar to Witch King, but his real power kick ins when Frodo has five burdens.

All those extra wounds pile up on Frodo, making him put on the Ring to avoid dying (thus adding more burdens). In addition, In the Ringwraith's Wake adds a burden or a wound to the Ring-bearer when a Ringwraith wins a skirmish — relatively easy, considering most Nazgûl



by Geoff Snider

in this deck have 10+ power. It Wants to Be Found just requires a Twilight Nazgûl in play to add a burden. Úlairë Nelya, Ringwraith in Twilight, Úlairë Toldëa, Messenger of Morgul, and Úlairë Enquëa, Lieutenant of Morgul all capitalize on damage done by the other Ringwraiths.

On the Hobbit side, Moria makes the little folk more competitive, as well. They'll still scoot by the first five sites with Hobbit Stealth and Hobbit Intuition, but when it comes to fighting, they'll be better equipped. A Pro-

mise keeps both Sam and Frodo in the fight, and with the help of Merry, Friend to Sam, Hobbit Sword, and There and Back Again, they'll be hard-pressed to lose any skirmishes. Very large minions like Lurtz, The Balrog, The Witch King, and the Cave Troll can still give them trouble if they show up at the wrong time, so cards like O Elbereth! Gilthoniel! and Mithril Coat allow you to cancel fierce skirmishes and ignore damage bonuses, respectively.

Reducing the Twilight Pool is another important aspect of this deck. A Talent For Not Being Seen can be used with Bill the Pony to subtract three from each site's Shadow number. Deft in Their Movements allows you to effectively move twice without allowing your opponent excessive amounts of twilight. You can leave your opponent in the dust, slowed by the constant assault from your Ringwraiths.



- 1x Frodo, Reluctant Adventurer (MM) 1x The One Ring, Isildur's Bane (FR)
- 1x Sam, Faithful Companion (FR)
- 1x Merry, Friend to Sam (FR)
- 1x Pippin, Friend to Frodo (FR) FREE PEOPLES:
- 3x A Talent for Not Being Seen (FR)
- 2x Bill the Pony (P)
- 1x Sting (FR)
- 3x Hobbit Sword (FR)
- 1x Thror's Map (FR)
- 4x Hobbit Stealth (FR) 4x A Promise (MM)
- 3x There and Back Again (FR)
- 4x Deft in Their Movements (MM)
- 1x Aragorn, Ranger of the North

- (FR) 1x Thrarin, Dwarven Smith (FR)
- 1x Filibert Bolger (MM)
 1x O Elbereth! Gilthoniel! (MM)
- 1x Mithril Coat (MM)
- SHADOW:
- 4x The Witch King, Lord of the Nazgûl (MM)
- 2x Ulairë Nelya, Ringwraith in Twilight (MM)
- 2x Úlaire Enquea, Ringwraith in Twilight (MM)
- 2x Úlaire Enquea, Lieutenant of Morgul (FR) 2x Úlairë Toldëa, Messenger of
- Morgul (FR)
- 2x Úlaire Cantea, Lieutenant of Dol Guldur (FR)

- 2x Úlairë Ostëa, Lieutenant of Morgul (FR)
- 2x Threshold of Shadow (FR) 2x The Twilight World (FR)
- 4x It Wants to Be Found (MM)
- 4x In the Ringwraith's Wake (FR)
- 4x Morgul Gates (FR)
- 1x The Balrog, Durin's Bane (MM) SITES:
- 1. East Road (FR)
- 2. Weathertop (FR)
- 3. Ford of Bruinen (FR)
- Moria Lake (FR)
- Bridge of Kazad-Dûm (FR)
- Valley of the Silverlode (MM)
- Anduin Wilderland (FR)
- 8. Shores of Nen Hithoel (FR)
- 9. Emyn Muil (FR)



Card combos make a Monstrous deck

The concept of this deck is simple: bury your opponent in monsters quickly and use them to beat him down. It's built on the special ability of your Warlord, the mercenary wizard Sorscha, in combination with the special ability of Toren Yscar. Sorscha allows you to search your deck to find a monster once per turn and put that card on top of your deck. With Toren and Meet at the Inn, you can bring cards into your hand the same turn.

While you build up your ranks with monsters, make the fragile Sorscha more durable by using items to raise her AC and hit points. With

Crystalsphere Staff, she can take pot-shots at whomever she chooses. Remember that Sorscha's ability is an Order, so she can do it any time she's not stunned. By the time she's fully equipped, you may even wish to throw her into melee.

The opening set-up is three Brine Fiends and two Keridwens. The Fiends' total of six hit points makes it difficult to break your ranks, and the Keridwens provide extra ranged attacks on turn 1. To

by Travis Heermann

maximize your first-turn offense, complete all your attacks before you start using abilities or bringing things into play, because the Fiends are easy targets. Also, bring Toren to the top of your deck right away, so you can pick the monsters directly out of your deck.

Both Ss'saurth and the Thunic Wyvern can be brought into play in Rank 2, move to the front, and attack in the same turn. Demon of Kvar and Daanso Batog make an excellent combo.

because of the Demon's ability to

SORSCHA, MONSTER RANCHER 1x Sorscha (SS)

2x Keridwen (SS) 3x Brine Fiend (SS)

Toren Yscar (SS) Ss'saurth (AS)

Belsamoreth (AS) Invisible Servant (AS)

Sakarian Giant (GE)

Golgoth (TC) Vahdrok the Crippler (SS)

Demon of Kvar (SS) Barrowgrim (TC)

Thunic Wyvern (SS) Daanso Batoq (GE)

3x Meet at the Inn! (SS) Imprisoned (GE)

3x Giant Growth (SS)

Teleport (SS) Banish the Wound (SS)

3x Decay (GE) Nothrog Armor (SS)

Bruntor's Helm (SS)

Crown of Command (SS) Ironcloth Bracer (GE)

Crystalsphere Staff (SS) Ring of Vorn (SS) 1x

Tome of the Archmage

1x Rod of Resistance (AS)

stun an enemy and the wound and level reduction Daanso can automatically inflict on a stunned enemy. Banish the Wound decreases the chance your opponent can break your ranks, a difficult task already, because most of your characters have two or more hit points. Teleport and Ring of Vorn let Sorscha herd her lumbering brutes into the front rank as quickly as possible. Attach Giant Growth to Golgoth to add punch to your attacks.

One weakness of this deck is the monsters' low AC; they die quickly against enemies that

> cause multiple wounds. Your ranks may break too quickly to permit you to bring out the high-level monsters. It takes time get all those big lugs up to the front. The Monster Rancher deck also does not fare well against decks that rely on their Warlord's high AĆ, because most monsters' attack bonuses are too small to make a dent. However. Decay lets Toren Yscar dispatch pesky items like Bracers of Ogre Power and Yedraw's Tooth.





Dark Allies gives all Clans new friends to play with



Dark Allies, the latest expansion for Legend of the Five Rings, is probably the best set yet in the Gold story arc. There's a little something for many older deck concepts as well as new possibilities for many clans.

There is rarely a release where all strongholds have great potential. In Dark Allies, the Lion Clan's Shiro Matsu is the most controversial of the three new strongholds. It's good to get an extra attack phase as a Limited action. The problem will be giving up the one higher starting honor of Lion's other stronghold, not to mention the nigh-absolute control of terrain cards. Kyuden Agasha singlehandedly makes spells a viable core strategy for Phoenix decks. The reduced cost is great, as is the ability to attach what you've just drawn. Last but not least, the return of the Mantis clan gives aquagreen players what they've been waiting for. **City of Lightning** is OK — lower numbers than Kyuden Yoritomo, but it takes advantage of the newer Naval Invasion rule - but the new Kobune Port, a 3-gold-for-2 holding, as well as Celestial Sword of the Mantis Clan. make the Mantis Clan a real faction at last.

There are some other useful cards that, no doubt, you'll see sooner or later. Boastful Proclamation creates a very tempting target for a turn, then turns into an honor gain and a stronger province. Blade of Truths gives +3 Chi as well as a counter for Karmic Strike,



among other things. For Dragon decks, the Wasp Tattoo gives a Range 4, at the (cheap) cost of -1 Chi. Rubble of Beiden Pass eliminates all tokens in the battle ouch! Especially for the Naga. Each of the four Strength cards has effects that can only be used if you control the appropriate Wind. Though unequal in — well, strength - they make your choice of a Wind card matter even if you play Shadowlands! Unprepared lets you win a duel automatically if you have a weapon and an armor card attached. Personal Sohei heralds the return of follower-casting Kiho.

Veteran Samurai has Yu 3 and 4 Focus. Untested Troops is 4 Force for 6 gold, but they run away as soon as Fear is used in a battle.

With the return of the Mantis clan, ranged attacks got lots of support. The return of Tsuruchi and Mukami as Soul of ... cards is a great start. But that's not all: Jagged Earth is a terrain on which every arrow knows the way



- you can target personalities regardless of followers. No **Hiding Place** is also a great addition to the game - no one is safe now, as a ranged attack may target a personality at

Dark Allies has a very few cards in the "totally useless" category. One of them is One Sword, anoth-

er "Inferior Tactics"-type

card, like Kaneka's Advance from An Oni's Fury. But these few disappointments can't offset the great stuff this set has. The best aspect of the set is that each faction gets at least one good personality, and many have more. And that's what makes a good set. I like these allies - dark or not.

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OD I T 16 new unique figures #145 Industror (U), ATLANTIS, 180° ARC, RANGE (3 ATL.): 12 IN., Cost: 84 Speed 8 8 8 7 7 6 6 5 5 4 Attack 12 10 10 10 9 9 8 7 0 Defense 16/mi 16/mi 15/mi 15/mi 15/mi 14/mi 13 12 12 Damage 4/mf 4/mf 3/mf 3/co 3/co 2/co 2 2 0/dm #146 MAELSTROM GOLEM (U), ATLANTIS, 270° ARC, COST: 85 #147 EMERALO WARDER (U), ELEMENTAL, RANGE: 10 IN., COST: 68 Speed 8/st 8/st 8/st 8/st 7/st 7/st 6/st 6/st 6/st Attack 11/mh11/mh10/mh10/mh10/mh 9/mh 7/mh 6 Defense 17 16 16 15 15 14 13 Damage 4/co 4/co 3/co 3 3 2 2 #148 TROLL KNIGHT (U), ELEMENTAL, COST: 101 #148 TROLL Meiert (U), Elzemenral, Cosst. 101 Speed 8 7 7 6 5 5 5 5 5 5 Attack 13/se 13/se 12/se 12 11 10 10 9 8 Defense 16/fb 15/fb 15/fb 15/fb 15 14 14/re 13/re Damage 4/co 4/cb 4/bf 4/bf 3/bf 3/bf 3/bf 3/bf 3/bf

#149 Zomes Banon (U), Neconous, Rawes: 10 m, Cost 82 Speed 8/ml 7/ml 6/st 6/st 5/st 5/st 4 4 Attack 12 11 11 10 9 9 8 8 7 Defense 18/li 18/li 17/li 16 16 15 15 14/re 14 INISTE

#001 Scouting Autom Speed 12 10 MATON (W), COST: 15 8 6 4 6 5 4 14 13 11 2 1 1 Speed Attack Defense 15ba Damage 2 Defense 16ba 15ba 15ba 14 14
Damage 2 2 2 2 1

#003 Scouting Automaton (T), Cost: 28 Speed 10qu 10qu 9 8 Attack 8 7 7 7 Defense 16ba 16ba 15ba 15 Damage 2 2 2 2 5 5 13 Scouting Automoton #004 FIGHTING AUTOMATON (W), COST: 18
 Speed
 8
 7
 6
 5

 Attack
 9
 8
 7
 6

 Defense
 15ba
 15ba
 14
 14

 Damage
 3
 2
 2
 2
 #005 FIGHTING AUTOMATON (S), COST: 22 Speed 8 7 6 6 5 Attack 10 9 8 7 6 Defense 15ba 15ba 15ba 14 Damage 3 3 2 2 #006 FIGHTING AUTOMATON (T), COST: 24 Speed 8 7 6 6 6 Attack 10 9 8 7 7 Defense 15ba 15ba 15ba 15 Damage 3 3 3 2 #032 Impaling Golem (S) Range (2 art.): 10 in., Cost. 53 Speed 8 8 7 7 6 6 5 Attack 10 9 9 8 8 7 7 Defense 16ba 16ba 15ba 15ba 14 Damage 3pi 3pi 2pi 2 2 14 #033 Impaling Golem (T) Range (2 att.): 10 in., Cost. 59 Speed 8 8 7 7 6 6 5 5 Attack 10 10 9 8 8 7 7 Defense 17ba 16ba 15ba 15ba 14ba 14 13

	ge 3pi	3pi	3pi	150a 2	140a 2	2	2	2	12	11
			SF	PEC	IAL .	ABII	_ITI	ES		
		Spe	ed					De	fense	•
aq	Aquati					ba	Batt	le Arı	nor	
bo	Bound					de	Def			
ch	Charg	е				do	Doc	lge		
ft	Flight					in		ılnera		
fm	Force					li		ited Ir		
ml	Magic		ation			mi		gic Im		
ni	Nimble					mr		gic Re		ion
qu	Quickr	ness				pa		Arm		
ra	Ram					re		enera		
st	Stealth					to	Tou	ghnes		
		Atta							mage)
fl	Flame		nıng			bf		le Fui	y	
he	Healin					be	Bers			
mb	Magic					CO		nman		
mh	Magic		ng			dm		noraliz		
SW	Shock					mc		ic Co		
sa	Sneak		k			me				ement
se	Sweep					mf		ic Fre		
va	Vampii					ne		romai	псу	
ve	Venom	1				pi	Pier	ce		

Damage 3/co 3/ne 2/ne 2/ne 2/ne 2 #150 Onora or Uluran (U), Neconorous, Cost: 88
Speed 8/ft 8/ft 7/ft 7 7 7 6 6
Attack 13/sa 13/sa 12/sa 11/va 11/va 10/va 9 8
Defense 18/ha 17/ha 16/ha 16/ha 15 14 13 12
Damage 4/co 4/co 4/co 3/co 3/bf 2/bf 2/bf 2/bf #151 DWARVEN HAMMERSKALO (U), BLACK POWOER, 180° ARC, COST. 97 #155 Pyre Spirit (U), Mage Spawn, 180° arc, Cost. 87 Speed 12/ra 12/ra 12/ra 12 10 8 6

Attack 10/ve 10/ve 9/ve 9/ve 8/va 8 Defense 19/pa 18/pa 18/pa 17/pa 16/pa 15/pa Damage 3/bf 3/bf 2/bf 2/bf 2/bf 2/bf #156 Whet PM Aster (U), Dracouuw, Rawee: 6 in., Cost: 40 Speed 12/im 10/it 10/it 10/it 8 8 Attack 12 11 11 10 9 9 Defense 17/io 16/io 15/io 15 15 14 Damage 2/iof 2/iof 2/iof 2 2 4/ibe

Troll Knight

#156 Elbright Dracohum (19), Dracohum, 180° arc, Rance: 10 in., Cost: 93
Speed 8/ft 8/ft 7/ft 7/ft 7/ft 6/ft 6 4 4
Attack 11/mln 10/mln 10/me 9/he 9/he 9/he 8/he 7/he 5
Defense 19/df 18/df 18/df 17 17 16 15 15 14 13
Damage 3/me 3/me 3/me 3/me 2/me 2/me 2 2

#159 DEMIPHANT (U), DRACONUM, RANGE (2 ATT.): 14 IN., COST: 89
Speed 8/ft 8/ft 7/ft 7/ft 7/ft 6 6 4
Attack 12/f1 11/f1 10/f1 9/f1 9/f1 9/f1 8/f1 8

Attack 12/li 11/li 10/li 9/li 9/li 9/li 9/li 8/li 8 7
Defense 18/mi 17/mi 17/mi 16/mi 15/mi 15/mi 14/mi 13/mi 12/mi
Damage 4/co 3/co 3/bf 3 2 2 2 2 2
#160 Rebal Draconum (U), Draconum, 180° Arc, Range (4 att.): 14 in., Cost. 174
Speed 8/lt 8/lt 8/lt 7/lt 7/lt 7/lt 7/lt 6 6 6 4 4
Attack 14 13 13 13 12 11 10 9 8 8 7
Defense 19/mi 19/mi 18/mi 18/mi 17/mi 16/mi 16/mi 16/mi 15/mi 14/mi 13/mi
Damage 5/mf 5/mf 4/mf 4/mf 4/co 4/co 3/co 3 2 2 2

#034 Magestone Loro (W), Range: 10 in., Cost: 23 Speed 8 7 6 5 4 2 Attack 9mb 8 7 6 4 0 ##35 Massestowe Lono (\$), Ravies: 10 in., Cost: 30 Speed 8 7 6 5 5 4 Attack 10mb 9mb 8 7 6 4 Defense 15ba 15ba 14ba 13 12 11 Damage 3 2 2 1 1 1 1 ##305 Macstowe Lorio (T), Rance: 10 m., Cost: 34
Speed 8 7 7 6 5 4
Attack 10mb 10mb 9mb 8 7 5
Defense 15ba 15ba 15ba 14 13 12
Damage 3 3 2 2 1 1 (
##901 Thunder Golem (U), Rance: 14 m., Cost: 94
Speed 10 5 8 12 12 1 m., Cost: 94
 Speed
 6
 6
 6
 5
 5
 4
 4

 Attack
 12
 12
 12
 11
 11
 11
 10
 10

 Defense
 18ba
 17ba
 16ba
 16ba
 15ba
 15ba
 15ba
 14ba

 Damage
 4pi
 4pi
 4pi
 4pi
 4pi
 4
 3

#053 DWARVEN AXE-KNIGHT (S), 180° ARC, COST: 42
 Speed
 6
 6
 6
 5
 5
 5

 Attack
 11se
 11se
 10se
 9
 8
 8

 Defense
 17mi
 16mi
 15mi
 15mi
 14
 13

 Damage
 3
 3
 3bf
 2bf
 2bf
 #054 Dwarven Axe-knight (T), 180° arc, Cost: 47
 Speed
 6
 6
 6
 6
 5
 5
 5

 Attack
 11se
 11se
 10se
 10
 9
 8
 8

 Defense
 17mi
 16mi
 16mi
 15mi
 15mi
 14
 13

 Damage
 3
 3
 3bf
 3bf
 2bf
 2bf
 #094 Dwarven Stomper (U), 270° arc, Range: 12 in., Cost: 94 Speed 8 8 8 7 7 7 Attack 13 12 11 11 10 9 6 8 Defense 19to 18to 17to 16to 16 15 15 14 Damage 4bf 4bf 4bf 4bf 4bf 4bf 3bf 3bf

ELEMENTAL LEAGUE

#007 WARRIOR SPRITE (W), RANGE: 4 M., COST: 19
Speed 8ft 6ft 5 4 2
Attack 8 6 5 4 0
Defense 15li 14 13 12 11
Damage 2 1 1 1 1 0dm #009 WARRIOR SPRITE (T), RANGE: 6 III., Cost.: 27 Speed 8ft 8ft 7ft 6ft 5 2 Attack 9 8 8 6 5 0 Defense 15li 15li 15l 14 13 11 Damage 2 2 2 1 1 0dm #010 WOOOLANO SNIPER (W), RANGE: 10 IN., COST: 13 Speed 8st 8st 6 5 4 Attack 9 9 7 5 0 Defense 14 13 11 10 10 Damage 1 1 1 1 0dm ##111 W000LANO SNPER (S), RANGE: 12 IN., COST: 20
Speed 8st 8st 8st 6st 6 5 4
Attack 9 9 9 7 5 0
Defense 14 14 13 11 10 10
Damage 2 1 1 1 1 1 0dm ##102 WOODLAND SMPER (T), RANGE: 12 IN., COST: 24
Speed 8st 8st 8st 8st 6 5
Attack 10 10 9 7 5 4
Defense 15 14 14 13 11 10
Damage 2 1 1 1 1 1 1 ## 1037 WARREAR (W), Cost: 35

Speed 8 8 7 7 6

Attack 11 11 10 9 8

Defense 17to 16to 15 15 14

Damage 3bf 3bf 3bf 3bf 2bf 6 13 #038 WARBEAR (S), COST: 42
 Speed
 8
 8
 7
 7

 Attack
 12
 12
 11
 10

 Defense
 17to
 16to
 15to
 15

 Damage
 4bf
 3bf
 3bf
 3bf
 5 7 12 9 0 11 2bf 2bf #039 WARBEAR (T), COST: 46
Speed 8 8 7 7
Attack 12 12 11 10
Defense 17to 16to 16to 15
Damage 4bf 4bf 3bf 3bf 5 7 13 2bf 9 10 #040 CENTAUR MEDIC (W), COST. 23 Speed 5ch 8 7 6 Attack 7he 7he 6he 5 Defense 15 14 13 12 Damage 1 1 1 1 5 4 12 1 0dm #041 CENTAUR MEDIC (S), COST. 29 Speed 5ch 4ch 7 Attack 8he 7he 6he Defense 15 15 14 Damage 2 1 1 6 6 13 5 5 12



Defense 16mi 15mi 15mi 14mi Damage 3 3 2bf 2bf

m Weapon Master

#042 CEN Speed	5ch	4ch `	8	7	6	5	4			
Attack Defense	8he 16	7he 15	7he 15	6he 14	6	5 12	11			
Damage	2	2	1	1	1	1	0dm			
#092 CE			n (U),	Cost: 5	9					
Speed	6ch	5ch	5ch	4ch	8	7	6	5	4	
Attack	12	11	10	9	9	8	7	6	5	
Defense	17ba	17ba	16ba	16	15	15	14	13	11	
Damage	4	4	3	3	3	3	2	2	2	
	K	NI	GH	IT	5 1	M	M	20	T	
			-		_			\sim		

#025 ELVEN RECRUIT (W), COST: 7											
Speed	8	5	2								
Attack	7	5	0								
Defense	14	12	10				1.00				
Damage	2	1	0dm								
#026 ELV	EN REC	RUIT (S), Cost	: 10							
Speed	8	8	6	2			W. A				
Attack	7	7	5	0							
Defense	15	14	12	10			ST MODELL				
Damage	2	2	1	0dm.			Charles III				
#027 ELV	EN REC	RUIT (T), Cost	: 13							
Speed	8	8	6	5	4	2					
Attack	8	8	8	6.	4						
Defense	15	14	14	12	11	10					
Damage	2	2	2	1	1	0dm					
#055 INF/	ANTRY (CAPTAIN	(W), (OST: 18							
	12fm	10fm		7	5	4					
Attack	8	8	8	6		0					
Defense	15	15	14	12	11	10	Infantry Captain				
Damage	2	2	2	2	1	0dm	, captani				
#056 INF/	INTRY (CAPTAIN	(S), C	DST: 23							

Speed 12fm 10fm Attack 9 9 Defense 16 15 Damage 3 3 9fm 9 15 3 6 6 12 7 7 13 2 5 11 1 0 #057 INFANTRY CAPTAIN (T), COST. 28 Speed 12fm 10fm 10fm 9fm Attack 9 9 9 9 9 Defense 17 16 15 15 Damage 3 3 3 3 7 7 13 6 6 12 2 5 5 11 1 0

			VA	\G	E	SP	A	WP		
#016 TH	ROTTLE		(W), 2	70° AR		: 22			_	
Speed Attack Defense Damage		7 0ve 13 0	6 0ve 12 0	5 0ve 11 0	4 0 10 0					
#017 TH	ROTTLE	Worms	(S), 2	70° ARG	, Cost	27				
Speed Attack Defense Damage		8 0ve 14 0	7 0ve 13 0	6 0ve 12 0	5 0ve 11 0	4 0 10 0				
#018 TH	ROTTLE	Worms	(T), 27	70° ARC	, Cost	35				
Speed Attack Defense Damage	10 0ve 16to 0	9 0ve 15to 0	8 0ve 14 0	7 0ve 13 0	6 0ve 12 0	5 0ve 11 0	4 0 10 0			
#085 To	ив Ноя	ROR (W), Cos	: 36						
Speed Attack Defense Damage		7ni 8sa 14 2bf	6ni 7 13 1bf	5 6 13 1bf	4 5 12re 1	4 4 11to 1bf				
#086 To					'	101				
Speed Attack Defense Damage	8ni 10sa 14do	8ni 8sa 14	7ni 7 13 1bf	6 6 13 1bf	5 5 12re 1	4 4 11to 1bf				
#087 To										
Speed Attack Defense Damage	8ni 10sa 14do	8ni 9sa 14 2bf	8ni 8 13 2bf	7 7 13 1bf	6 6 12re 1	5 5 11to 1bf				
#088 TR	og (W)									
Speed Attack Defense Damage		8aq 8ve 15 2bf	7aq 7 14 2bf	5 5 13 1bf	4 0 11 0dm					
#089 TR										
Speed Attack Defense Damage		8aq 9ve 15 2bf	7aq 8 14 2bf	6aq 6 13 2bf	5 5 12 1bf	4 0 11 0dm	2 0 11 0dm			
#090 TR	og (T),	RANGE:	4 IN.,	Cost: 3	5					
Speed Attack Defense Damage		8aq 9ve 15 3bf	8aq 9 15 2bf	7aq 8 14 2bf	6 13 2bf	5 12 1bf	4 4 12 1	4 0 11 0dm	2 0 10 0dm	
#095 Mu				0	0.1				0.	0 1
Attack Defense Damage		6st 12ve 16mi 4bf	6st 12ve 15mi 4bf	6st 11ve 15mi 4bf	6st 11 15mi 3bf		6st 10 14mr 3bf	6st 9 14re 2bf	6st 8 13re 2bf	6st 7 12 1

NECROPOLIS

				_		-
#013 GIE	BERING	GHOUL	(W), C	OST: 16	1	
Speed	8	6	4	3	2	
Attack	8	7	6	5	0	
Defense	15ba	14	13re	12re	11	
Damage	2	2	1	1	0dm	
#014 GIE	BERING	GHOUL	(S), C	DST: 20		
Speed	8	6	4	3	2	
Attack	9	8	7	6	0	
Defense	15ba	14re	13re	12re	-11	
Damage	2	2	2	1	0dm	
#015 GIB	BERING	GHOUL	(T), Co	ST. 24		
Speed	8	7	6	4	3	2
Attack	10	9va	8	7	6	(
Defense		15	14re	13re	12re	1
Damage	2	2	2	1	1	0d

#043 DEATH MERCHANT (W), COST. 32 Speed 8qu 7 6 5 4 Attack 9wm 9 8 7 6 Defense 16ba 16ba 15ba 14 13 Damage 2bf 2bf 2bf 2bf 1bf ##044 DEATH MERCHANT (S), Cost. 41

Speed 8qu 8qu 7 6 5 4

Attack 10vm 9wm 9 8 7 6

Defense 17ba 16ba 16ba 15ba 14re 13re

Damage 3bf 2bf 2bf 2bf 2bf 1 0dm #045 Death Merchant (T), Cost: 50 Speed 8qu 8qu 8 7 Attack 10wm 10wm 9wm 9 Death Merchant Defense 17to 16ba 16ba 16ba 15ba Damage 3bf 3bf 2bf 2bf 2bf 14re 2bf 13re 1 #046 NIGHTFIENO (W), COST. 39
 Speed
 10
 8
 7
 6
 5

 Attack
 9sa
 9sa
 9va
 8va
 7va

 Defense
 16mi
 15mi
 15
 14

 Damage
 3bf
 3bf
 2bf
 2bf
 2bf
 2 0 11 4 6 13 1bf #047 NIGHTFIENO (S), COST. 50 Speed 10qu 9qu 8 7 Attack 10sa 10sa 9va 9va Defense 16mi 16mi 15 Damage 3bf 3bf 3bf 3bf 5 7 14 2bf 4 6 13 1bf 8va 15 2bf #048 NIGHTFIEND (T), COST: 66 #U46 NIGHTIERRO (1), COST: 06
Speed 10qu 10qu 9 9 8 7 6
Attack 10sa 10sa 10sa 10va 9va 8va
Defense 17ml 16ml 16ml 16ml 16 15 15
Damage 3bf 3bf 3bf 3bf 3bf 3bf 3bf 2bf 4 6 13 1bf #093 Necropolis Juoge (U), Range (2 att.): 10 in., Cost. 87 Speed 10 10 9 9 8 7 6 5 4
Attack 12 11va 10va 9va 9va 8 7 6 5
Defense 18mi 17mi 17mi 16mi 16mi 15mi 14mr 13mr 12mr 11mr
Damage 3mf 3mf 3mf 3bf 2bf 2ne 2ne 1 1

ORC RAIDERS

			-			
#028 For	DOER (V	V), Cos	т. 10			
Speed	8	6	4			
Attack	7	6	6			
Defense	14	13	12			
Damage	2bf	1	2be			
#029 For	DOER (S). Cos	r. 14			
Speed	8	8	6	4		
Attack	7	6	7	6		
Defense	15	14	13	12		
Damage	2bf	2	3be	2be		
#030 For	DOER (T). Cost	: 18			
Speed	8	8	6	5	4	
Attack	8	7	8	7	6	
Defense	15ba	14	13	12	11	
Damage	2bf	2	3be	3be	2be-	-
#058 Did	GER (V	I). RAN	GE: 6 IN	Cos	T. 14	E.
Speed	8	7	4	.,		A.
Attack	8sw	7	0			1
Defense	14ba	12	11			
Damage	2bf	2be	0dm			- 4
		200	ouiii			
#059 Dig				, Cost	: 18	
#059 Die Speed				, Cost	: 18	
	GER (S), RANG	5 6			
Speed	GER (S 8 8sw), RANG	SE: 6 IN.		4	
Speed Attack	8 8sw 15ba), Rand 6 7	5 6	7 7	4 0	
Speed Attack Defense Damage	8 8 8sw 15ba 2bf	6 7 14 1bf	5 6 13	7 7 12 2be	4 0 11 0dm	
Speed Attack Defense	8 8 8sw 15ba 2bf	6 7 14 1bf	5 6 13	7 7 12 2be	4 0 11 0dm	
Speed Attack Defense Damage #060 Die	8 8sw 15ba 2bf	6 7 14 1bf), Rane	5 6 13 1	7 7 12 2be , Cost	4 0 11 0dm	
Speed Attack Defense Damage #060 Die Speed	8 8sw 15ba 2bf GGER (T 8), RANG 6 7 14 1bf), RANG 6	5 6 13 1 E: 6 IN. 5 7	7 7 12 2be , Cost	4 0 11 0dm : 20 4	
Speed Attack Defense Damage #060 Die Speed Attack	8 8sw 15ba 2bf GGER (T 8), Rano 6 7 14 1bf), Rano 6 8	5 6 13 1 E: 6 IN. 5 7	7 7 12 2be , Cost 7 8	4 0 11 0dm : 20 4 0	



navi Striker

			S	0	LO	N	AV	71	9	Solon
#096 So	LONAVI	Avenge								
Speed	14ft	13ft	12qu	11qu	10	9	8	7	6	
Attack							9	8	7	
Defense								15	14	
Damage				3bf	3bf	3bf	3bf	3bf	3	
#097 So									1	
Speed		12ft			9	8	7	6	5	
Attack						9	9	8	7	
Defense						16mi		15	14	
Damage			3bf	3bf	2bf	2bf	2bf	2bf	2	
#098 So										
Speed	14ft		6bo		10	9	8	7	6	
Attack Defense		11fl					9fl 16	8 15	7 14	
Damage		4bf	4bf	4bf	4bf	4bf	4bf	4bf	3	
								401	J	
#099 So	14ft	13ft	6ch		5ch	ost: 12 5ch	8	7	0	
Speed Attack	12ve			11ve				9ve	6 8	5 7
Defense			17		16		16	15	15	
Damage			4bf	4bf	4bf	3bf	3bf	3bf	3bf	
#100 So									ODI	
Speed			14ft		14ft		13ft	12ft	12ft	11
						11sw		10sw	9	8
Defense				17	16re		16re	15	15	
Damage		400	4co	4co	4co	4bf	4bf	4bf	3bf	31
0										

IAL FACTIONS

							~ "	
#061 ELVEN DEN	II-MAGUS	(W),	ATLANT	IS/ELEM	ENTAL,	RANGE:	10 m.,	Cost: 31
Speed 8	8	6	4	2				
Attack 7mb	7	5	4	0				
Defense 15df	14	12	11	11				
Damage 2me	2me	2me	1	0dm				
#062 ELVEN DEN	H-MAGUS	(S),	ATLANTI	S/ELEME	NTAL,	RANGE: 1	10 m., 0	Cost: 37
Speed 8	8	8	6	4	2			
Attack 7mb	7mb	7	5	4	0			
Defense 16df	15	14	12	11	10			
Damage 2me	2me	2me	1	- 1	0dm			
#063 ELVEN DEM	II-MAGUS	(T), I	ATLANTIS	S/ELEME	NTAL, I	RANGE: 1	0 IN., C	ost: 39
Speed 8	8	8	6	4	2			
Attack 8mb	7mb	7	5	4	0			



Defense 16df 15df 14 12 11 10 Damage 2me 2me 2me 1 1 0dm #064 TROLL GUNNER (W), ATLANTIS/ELEMENTAL, RANGE: 12 IN., COST. 33 Speed Attack 6 9fl 13 5 8fl 12 3 4 12 11re 1 Defense 13to Damage 3bf 3bf 0dm #065 TROLL GUNNER (S), ATLANTIS/ELEMENTAL, RANGE: 12 IN., COST. 39 Speed 6 6 6 6
Attack 10fl 10fl 9fl
Defense 15to 14 13
Damage 3bf 3bf 3 5 4 4 6 4 0 12 11re 11 1 1 0dm 12 #066 TROLL GUNNER (T), ATLANTIS/ELEMENTAL, RANGE: 12 IN., COST: 52
 Speed
 6
 6
 6
 6
 6

 Attack
 11fl
 10fl
 10fl
 9fl

 Defense
 15to
 15to
 14
 13

 Damage
 4bf
 4bf
 4bf
 4
 5 5 4 8fl 6 4 12 12 11re 4 1 1 4 #067 TROLL ZOMBIE (W), ELEMENTAL/NECROPOLIS, COST. 27 Speed 6 6 5 5 4 4 4
Attack 9 8 8 7 7 6 5
Defense 13 12 12 12 11 11re 10re
Damage 3bf 3bf 2bf 2bf 2bf 1 1 #068 TROLL ZOMBIE (S), ELEMENTAL/NECROPOLIS, COST. 29
 Robert
 6
 6
 6
 5
 5
 4
 4

 Attack
 9
 9
 8
 8
 7
 7
 6

 Defense
 14
 13
 12
 12
 12
 11
 11re

 Damage
 3bf
 3bf
 2bf
 2bf
 2bf
 2bf
 2bf
 1
 11re 1 #069 TROLL ZOMBIE (T), ELEMENTAL/NECROPOLIS, COST. 34
 Speed
 6
 6
 6
 5
 5
 5
 4
 4
 4

 Attack
 9
 9
 8
 8
 7
 7
 6
 5

 Defense
 14
 13
 13
 12
 12
 11re
 11re
 11re
 10re

 Damage
 3bf
 3bf
 2bf
 2bf
 2bf
 1
 1
 1
 1
 #70 CORRUPTED PRIEST (W), ELEMENTAL/NECROPOLIS, RANGE: 10 IN., COST. 48 #071 CORRUPTEO PRIEST (S), ELEMENTAL/NECROPOLIS, RANGE: 10 IN., COST. 55
 Speed
 10ft
 9ft
 9ft
 8ft
 7ft
 6
 5
 4

 Attack
 10mh
 10mh
 9va
 7va
 6va
 5
 4
 0

 Defense
 17df
 16
 15
 15
 15
 13
 1

 Damage
 2
 2
 2bf
 2bf
 2bf
 1bf
 1bf
 1bf
 0dm
 #072 CORRUPTEO PRIEST (T), ELEMENTAL/NECROPOLIS, RANGE: 10 IN., COST. 61 #073 Fanged Gunslinger (W), Necropolis/Black Powder, Range (2 att.): 6 m., Cost: 33
 Speed
 10ft
 9ft
 9ft
 8ft

 Attack
 9
 9
 8va
 8va

 Defense
 15
 14
 13
 12

 Damage
 2bf
 2bf
 2bf
 2bf
 6 11 2 0 10 0dm #074 FANGED GUNSLINGER (S), NECROPOLIS/BLACK POWOER, RANGE (3 ATT.): 6 IN., COST. 44
 Speed
 10ft
 10ft
 9ft
 9ft

 Attack
 10
 9
 9va
 8va

 Defense
 15
 15
 14
 13

 Damage
 2bf
 2bf
 2bf
 2bf
 8ft 7 7 5 12 11 2bf 2 5 0 10 0dm #075 FANGEO GUNSLINGER (T), NECROPOLIS/BLACK POWDER, RANGE (4 ATT.): 6 IN., COST. 56 Speed 10ft 10ft 9ft 9ft 8ft Attack 11 10 9va 9va 8 Defense 15 15 15 14 13 Damage 2bf 2bf 2bf 2bf 2bf 2bf 2bf 12 #076 DETONATING ZOMBIE (W), NECROPOLIS/BLACK POWDER, RANGE: 6, COST. 12 #077 DETONATING ZOMBIE (S), NECROPOLIS/BLACK POWDER, RANGE; 6, COST. 21 #078 DETONATING ZOMBIE (T), NECROPOLIS/BLACK POWDER, RANGE: 6, COST. 25 Speed 6 5 Attack 10sw 8sw Defense 14to 12 Damage 4 3 #079 GOLEM MECHANIC (W), BLACK POWDER/ATLANTIS, COST. 24
 Speed
 6
 5
 5
 4
 2

 Attack
 8he
 7he
 6
 5
 0

 Defense
 15ba
 14mi
 13mi
 12
 11

 Damage
 2
 1
 1bf
 1bf
 0dm
 #080 GOLEM MECHANIC (S), BLACK POWOER/ATLANTIS, COST. 30
 Speed
 6
 6
 5
 5
 4
 2

 Attack
 9he
 8he
 7he
 6
 5
 0

 Defense
 16ba
 15mi
 14mi
 13
 12
 11

 Damage
 2
 1
 1
 1bf
 1bf
 0dm
 Demi-Magus
 Ballage
 2
 1
 BLOCK POWGEN/ATLANTS, COST. 32

 Speed
 6
 6
 5
 5
 4
 4
 2

 Attack
 9he
 8he
 7he
 6
 5
 4
 0

 Defense 16ba
 15min
 14min
 13
 12
 11
 11

 Damage
 2
 2
 1
 1bf
 1bf
 1
 0dm
 #082 WRATH GOLEM (W), BLACK POWDER/ATLANTIS, RANGE: 10 IM., COST: 59

 Speed
 8
 8
 7
 7
 6
 5
 4

 Attack
 10fl
 9fl
 9fl
 9
 8
 7
 6

 Defense
 17to
 16to
 14ba
 13
 12
 11

 Damage
 3bf
 3bf
 3bf
 3bf
 3bf
 3bf
 2bf
 3 5 10 #083 Wrath Golem (S), Black Powder/Atlantis, Range: 10 in., Cost: 64
 Speed
 8
 8
 7
 7
 6
 6
 5

 Attack
 10fl
 9fl
 9fl
 8fl
 8
 7
 7

 Defense
 17to
 17to
 15ba
 15
 15
 14
 13

 Damage
 3bf
 3bf
 3bf
 3bf
 3bf
 3bf
 2bf
 2bf #084 WRATH GOLEM (T), BLACK POWDER/ATLANTIS, RANGE: 10 IN., COST: 71
 Speed
 8
 8
 7
 7
 6
 6
 5

 Attack
 11fl
 10fl
 9fl
 8fl
 8fl
 7
 7

 Defense
 18to
 17to
 16to
 15ba
 15ba
 14
 13

 Damage
 3bf
 3bf
 3bf
 3bf
 3bf
 3bf
 2bf
 4 6 12





A two-player Dungeons scenario

Dragons & Diamonds

In the ruins of an ancient castle far to the north, an enormously valuable ice diamond lies in the depths of a frozen magical pool. To melt the enchanted ice, you must find the secret trigger hidden among the dungeon's artifacts. But to get to the artifacts and the gem, you must face their guardian, the dreaded Polar Ice Dragon.

➤ Setting up

- Choose 200 points' worth of figures for your Heroic Team. At least one must be a Hero (1st or 2nd level). The others may be Heroes or figures from any Mage Knight faction except Mage Spawn.
- Set up the map as shown, which requires Dungeons Builder's Kits 1-3 and Artifacts Set 1.
- · Each player contributes three Treasure Chests to the Treasure Pool, Place one chest in each room that contains an artifact, except the large central chamber.
- · Each player contributes three wandering monster tokens (two yellow and one blue). Place one wandering monster next to each chest. Use the standard Dungeons rules to create the Mage Spawn Pool.
- Instead of putting multiple artifact tokens under the artifacts, pull out the two "Hero gains 1 level" (red) and four "Magic Item! ..." (yellow) tokens. Randomly place one under each artifact except the large pool. Each artifact may be activated only once. The large pool is considered frozen and cannot be activated until the secret trigger is found.
- · After rolling to determine who gets the first turn, the second player gets to place a young Polar Ice Dragon anywhere in the large central chamber (tiles 1, 1, 13, and 17), as long as its base is adjacent to the large pool.

➤ Scenario rules

- Each time a player activates an artifact and takes its token, roll one die to see if the secret trigger is discovered. To be successful, the roll must be higher than the number of artifact tokens remaining under their artifacts (the more artifacts are activated, the sooner the trigger will be found). When a player finds the trigger, he gains 50 experience and the large pool unfreezes.
- Once the large pool unfreezes, it can be activated like a normal artifact. The first figure that activates it gets the gem (use a token or other marker to show which figure has the gem). Unlike normal items or treasure, the gem is not removed from the figure at the end of the turn and then reassigned. It remains in that figure's possession. An opposing figure may steal the gem from the carrier by making a successful theft maneuver. The carrier may pass the gem to a friendly figure in an adjacent square for two

by Bobby Goodman III

speed points. If the opposing player's figure eliminates the carrier with a close combat attack, that figure takes the gem from the eliminated figure at no speed cost. If the carrier is eliminated in any other way, the gem is dropped in the square of the eliminated figure. It can be picked up for two speed points.

• The gem is worth 2,000 gold. Figures can leave the dungeon at either entrance. In the end, the winner is the player who escapes the dungeon with the most gold.

> The dragon

Activation. Instead of sections being activated for movement and attacks separately (as per Mage Knight rules), the sections are activated for speed points used collectively by the dragon.

Each player may activate the dragon during his turn. You may activate the dragon even if it occupies the same tile or a square adjacent to one of your figures.

You can activate one or more sections of the dragon for speed points. The dragon's total speed for the turn is equal to the combined speed of each activated section. All sections must be activated at the same time and each costs one of your activations per turn.

For example, you could activate all four sections of an undamaged young Polar Ice Dragon for four activations, giving it its maximum

speed of 12.

Movement. It costs one speed point for the dragon to move forward, backward, or sideways one row of squares. Two speed may be spent to move the dragon diagonally one square. Turning 90° (keeping the center of the dragon in the same four squares) costs three speed.

As it moves, the dragon ignores chests, artifacts, and the effects of all terrain except blocking terrain.

The dragon must end its movement in squares free from chests, artifacts, wandering monster tokens, figures, and blocking terrain.

If the dragon overlaps a figure or wandering monster token as it moves, it is con sidered to have "passed through" it at a one-time cost of three speed. After the dragon is completely done moving, any opposing figure it passed through may choose to make a free attack against any section of the dragon, as if it were in base contact. If the figure attacks, that section of the Dragon may counterattack as if it were in base contact.

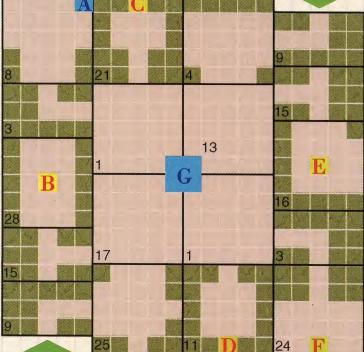
Attacking. After the dragon completes its movement, if it has enough speed points remaining from its original

Entrance

activations, it may attack. Which sections were activated for speed has no bearing on which sections may attack.

The dragon can make multiple attacks, but each costs four speed points and each section may only attack once.

Example: If four of the dragon's original 12 speed points are used for movement, it can make two attacks one from the head and the other from the tail. If it doesn't move, it could make three attacks.





B Dragon Altar

Idol of Sharise

Serpent Statue

Bone Fountain

Matriarch Idol

Large Pool





Entrance

Welcome to the Jun



Though the Magi of Bograth and Paradwyn would deny it, the new regions introduced in Magi-Nation's Nightmare's Dawn expansion are more similar than they'd like to admit. Paradwyn is a jungle paradise teeming with beautiful creatures. The dank swamps of Bograth are full of critters as well, if a bit messier. While

the Magi draw a border between the two regions, the creatures don't seem to pay it any mind. Summoning the power of their dreams, the warring Magi discover how much they have in common.

Each creature and spell in this deck has both the Bograth and Paradwyn traits. With judicious choices of Magi, a deck using both regions never needs to pay the penalties for summoning cards from a region other than the Magi's. In this case, **Eryss**, who is both Bograth and Paradwyn, is joined by the swamp-dwelling Emlob and the jungle-loving Yricho.

Eryss, with the home-court(s) advantage, should be your first Magi. She immediately gets four cards (Fog Hyren, Gremble, N'Kala, and Poison Baloo Root) and has the starting energy



by Richard Weld



to play them. Go second in the game and you also get her 5 Energize energy, so you can slap these down and use the Dreamwarp ability on Fog Hyren, N'Kala, and Poison Baloo Root to give them each an

additional energy, leaving two energy on Eryss.

Use N'Kala's Support power to add one energy to Eryss. You've got one card in your hand. If it's a N'Kala or a relic, play it. If not, discard Gremble to discard your hand and draw three cards. Now use Fog Hyren's ability to sacrifice two of its energy and draw two cards; you're back up to five cards. Unless you played a second N'Kala, you still have three energy, and there's bound to be something you can

> Heart of Paradise lets you increase your Magi's energize rate by one. Also, if your Magi is Bograth and your opponent's is Paradwyn, or vice versa, you win the game if you have 50 energy in play at the start of your turn — though that's unlikely. Unfortunately, if your Magi is defeated while the Heart is in play, your opponent gains control of it.

play. Hopefully, it's Heart of Paradise.

While the Heart is on the board, your opponent will try to destroy or steal it. Relic Mirrors help prevent the former and Relic Stalkers the latter. Once you have the Heart in play, put out a Mirror to protect it, but keep the

Stalkers in your hand. Play those just before you use them - just in case.

Eryss is a good first Magi if you're aggressive with this deck, but she's not a powerhouse guaranteed to win the game all by herself. Your second Magi, Emlob, can summon up a nice big army. Should he fall, Yricho will hopefully help you make a comeback. These regions work well together when they're not at war.

Visit our booths at Origins (#742) and Gen Con

Eryss (ND)

Emlob (ND) Yricho (ND)

3x Fog Hyren (ND)

3x Gremble (ND)

3x N'kala (ND)

(ND)

3x

3x

3x

Mydra (ND)

Taglat (ND)

Treepsh (ND)

Sneak Attack (ND)

Heart of Paradise (ND)

Spirit Drain (ND)

Relic Mirror (LTD)

2x Relic Stalker (LTD)



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YOUR MONITOR!

IT TO

Cell Games has new ways to win, more

Cell's coming out to play!

His arena is built, the warriors are gathered, and the battle is ready to start! Score has released Cell Games, the latest expansion for DragonBall Z — 131 cards of pure power (including six preview cards from World Games,

the next set). You'll also find two new ways to win in Cell Games. The first is Cosmic Backlash, a simple physical attack that forces your opponent to draw five cards. That might sound like a drawback, but if it is successful, you win the game! The second is Dragon's Victory, a combat card you can only use if you have four anger. Each time you use it, you may raise your opponent's anger one level. Then, if both you and your opponent have four anger, you win the game! It sounds simple, but only decks that have solid strategy can pull these off consistently.

Many cards in Cell Games will fit into existing decks. Goku's Farewell is a noncombat that raises your main personality to its highest level and power stage. You get tons of power, but you have to move fast, since you gain one anger at the start of every turn, and when you reach five anger, you lose the game! There's also Caught Off Guard Drill, which lets you declare any single non-Dragon Ball card

by David Fashbinder



in the game unplayable (by you and your opponent) until the drill is discarded from play. Sorry, Cell, it's for Heroes only! Score has finally introduced Cell Jr., giving Cell an edge with his own "personal" allies - they can only be used

if Cell is your main personality. Trunks and Piccolo each receive a Level 5 personality in this set — both ultra-rare cards — to contend with Goku, Vegeta, Gohan, and Cell. Also, each fighting style gets a pair of Defense Shield drills; one stops the first physical attack, the other

stops the first energy attack.

Two new game mechanics introduced in Cell Games are focused attacks and endurance. Focused attacks can't be stopped by cards which stop both energy and physical attacks, like Time Is A Warrior's Tool. You must block a focused energy attack with a card that stops only an energy attack, for instance. While focused attacks aid your offense, endurance offers a great method for dealing with damage. If you turn over a card with an endurance value while taking life cards of damage, that value is eliminated from the remaining damage you must take! The only drawback is that you must remove the card from the game after that — which isn't that bad in the right kind of decks.

All in all, the set is well-balanced between the powers of each style. This set will see the DBZ community through the Nationals and Worlds, where it will be put to the ultimate test.

Collectible Card Game

Cell wipes out opposing decks

Cell is one of the meanest baddies in the DragonBall Z world and one of the best personalities in the card game. Combine him with the Trunks Saga Namekian Style Mastery, which gives you card advantage and keeps you powered up, and you get one heck of a bad time for anyone who challenges you.

Cell's personality cards have great powers, but none match his level 1 promo card, which gives him a physical attack doing +3 stages that can be used twice per combat. Power like that is not to be taken lightly, especially when you are packing some of the new Cell Games cards like Cell's Back Slap, which lets you draw the bottom card from the discard pile, even if the

NEW DECK CONCOCTIONS!

by Cole Hutto attack doesn't connect. Need a

Namekian card and your bottom discard isn't Namekian? Play Namekian Face Smack and rearrange the top 10 or bottom 10 cards in your discard pile - bingo! Problem solved.

Namekian Preparation Drill lets you look at the top 5 cards of your life deck and re-arrange them, ensuring a good draw. Extra damage is always a good thing, especially when it comes from drills, and nothing works better than Namekian Attack Drill, which adds +2 to all your phys-

ical attacks. Nail Combat Drill is a Saiyan deck's worst nightmare - even if they get your power stage to 0, you won't stay there for long. When it comes to anger management, the Namekian style doesn't offer much, so Goku's Heart Disease and Awful Abrasions are a must.

If your tournament scene is dominated by Blue Android 18 and Orange Vinegar decks, whip out an Aura Clash to make them shift to level 2. Yes, you'll also shift, but

there's a wicked combo of Cell level 2 and Namekian Quick Blast here. Dragon Ball decks will cower in fear of **Power of the Dragon**, and it gives you an ally to use with Namekian Friendship to clear your opponent's non-combat cards off the board. Cell's Instant Transmission can fetch a Winter Countryside, buying you time to get Cell's Threatening Position out.

This deck runs a little slow at first, but when the time is right, your opponents won't know what hit them.

WhereDidYourLifeDeckGo.com?

- 1x Cell High Tech (Pr)
- 1x Cell, Stage Two lv.2 (CS)
- 1x Cell, Perfect lv.3 (CS)
- 1x Cell, The Destroyer lv.4 (CS)
- 1x Namekian Style Mastery (TS)
- ALL TES:
- 1x Guldo lv.1 (FS)
- 1x Android 17 lv.1 (CS) LOCATIONS:
- 2x Winter Countryside (AS) **NON-COMBATS:**
- 2x Namekian Preparation Drill
- 2x Namekian Attack Drill (CS)
- 2x Nail Combat Drill (TS)
- 2x Android 20's Absorbing Drill
- Vegeta's Quickness Drill (SS)
- 1x Goku's Heart Disease (AS)

- 1x Awful Abrasions (AS) **COMBAT CARDS:**
- 3x Trunks Energy Sphere (TS)
- 3x Android 18's Staredown (AS)
- 2x Cells Instant Transmission (CG)
- 2x Àura Clash (CG)
- 1x Namekian Friendship (AS)
- 1x Android 17 Smirks (AS)
- 1x Cell's Threatening Position (AS)
- 1x Power of the Dragon (CG)
- 1x Time Is a Warriors Tool (FS) 1x Cell's Defense (AS)
- ATTACK CARDS: 3x Namekian Quick Blast (CG)
- 3x Namekian Dragon Blast (CG)
- 3x Cell's Last Strike (CS)
- 3x Vegeta's Jolting Slash (FS)
- 3x Namekian Fist Smash (CS)

- 3x Namekian
- Side Kick (CS) Namekian Face Smack
- (CG) 4x Cell's Back Slap (CG)
 DEFENSE CARDS:
- 1x Vegeta's Physical Stance (SS) 1x Nappa's Physical Resistance
- Nappa's Energy Aura (SS)
- 1x Frieza's Force Bubble (PR)
- 3x Namekian Fist Block (CS) 3x Namekian Energy Catch (CS)
- Goku's Super Saiyan Blast
- 3x Yamcha's Skillfull Defense
- 3x Tien's Block (CG)



Take your deck shopping down Diagon Alley

Harry Potter

TRADING CARD GAMI

Diagon Alley, the most recent expansion for Harry Potter, has sparked new ideas and strategies, and even made some older cards more playable. Every deck needs a starting character, and Draco Malfoy, Slytherin contend for the title of #1 character in the game with

his ability to give you additional actions. **Professor Quirinus Quirrell** is also great in decks that are vulnerable to creatures and items. About 20% of the cards in *Diagon Alley* are items. With so many items available now, it seems wise to protect yourself from them

Probably the best and most-used item card in the set is **Bulgeye Potion**, because it does so much damage that can get around cards that prevent damage from spells. Plus, **Eel Eyes** and **Beetle Eyes** help get it out faster. **Silver Unicorn Horn** provides an elite way to "heal" your cards back,

because you can use **Ollivanders** to get it back. **Moonseed Poison** provides good damage for a common. There are also new book cards that provide one power of a specific lesson type and can be discarded to draw three extra cards.

Among the creatures lurking in this alley are humongous dragons. **Hebridean Black Dragon** is the most powerful creature in the





game - he isn't

even unique, so you can have up to four on the board to cause more hurt. The new owls cards each provide a way to retrieve a specific type of card from your discard pile back to your hand. They're pretty puny by themselves, but when you combine them with **Eeylops Owl Emporium**, one of the new location cards, they become stronger and more durable.

Another notable location is Wand Shop,

which doubles the power of your Charms lessons. **Cauldron Shop** lets you search for a Potions item. Both are uncommon, so they're fairly easy to find.

The set includes many good spells and a few really great values. Christmas Feast is an awesome item retriever, and Gringotts Vault Key provides a new search engine. Spiral Dive lets you discard any number of cards from your hand to do an equal amount of damage to your opponent. There are some devastating common cards in the set: Mid-air Collision inflicts heavy damage; Sloth Grip blocks all but three damage for a turn; and Picking on Neville has got to be the best value card in the game. It lets you kill any one card on the board unless your opponent sacrifices two other cards instead — you come out ahead, either way.

The set also adds some additional match and adventure cards. **Gryffindor Match** offers extra actions to the winner, while **Three-Month-Long Match** would fit in any direct-damage deck. **Letters From No One** is an awe-some adventure — your opponent can only use actions to draw cards until he or she discards five cards. If McGonagall's ability required the use of an action, this card would be the definition of broken. Keep your opponent's hand to a minimum to maximize its potential.

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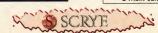
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STAR

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Dark Side

- Geonosian Creature, Cost: 3. S:40 P:3 H:3. As long as you have no other units in the Character arena, this unit gets +30 speed.

Assassin Droid ASN-121 Character (Ver. A) - Assassin Droid. Cost: 3. S:50 P:4 H:1. {tap} {A} Choose one of your opponent's units in the Character arena. ASN-121 does 3 damage to that unit unless your opponent has a Jedi in the Character arena and pays 2 Force. Play only when ASN-121 would attack.

Battle Droid Squad Ground - Trade Federation Droid. Cost: 2. S:10 P:2 H:3.

Capture Obi-Wan Mission. Cost: 2. Your opponent loses 2 Force. You gain +2 Force.

Commerce Guild Droid 81 C Ground - Commerce Guild Droid. Cost: 6. S:30 P:7 H:5.

Commerce Guild Droid Platoon
Ground - Commerce Guild Droid, Cost:

7. S:30 P:5 H:6. Ion Cannon 3 Commerce Guild Starship C

Space - Commerce Guild Transport. Cost: 4. S:30 P:3 H:4. Shields 1

Dark Rendezvous Mission. Cost: 4. Your opponent loses 7 Force

Dark Side's Command Battle. Pay 8 Force (A) Choose one of your opponent's tapped units in the Space arena. Untap that unit. The next time it would attack this turn, you may have it attack another of your opponent's units in the Space arena

Dark Side's Compulsion R Battle. Pay 8 Force (A) Choose one of your opponent's tapped units in the Ground arena. Untap that unit. The next time it would attack this turn, you may have it attack another of your opponent's units in the Ground arena

Dark Speed Battle. One of your units gets +30 speed until end of battle

Darth Sidious Character (Ver. A) - Dark Jedi Master. Cost: 8. S:40 P:5 H:6. When the battle phase ends, if Sidious is in the Character arena. you gain +1 Force. As long as Sidious is in the Character arena, your opponent builds all units face up. Pay 2 Force (A) Evade 3

Darth Tyranus Character (Ver. A) - Dark Jedi Master. Cost: 9. S:50 P:7 H:5. Pay 1 Force (A) Tyranus gets +2 power for this attack. Pay 3 Force (A) Evade 3. Pay 2 Force (A) Deflect 1

Darth Tyranus Character (Ver. B) - Dark Jedi Master. Cost: 7. S:50 P:6 H:4. Pay 2 Force (A) Tyranus gets Critical Hit 2 for this attack. Pay 3 Force (A) Evade 3

Darth Tyranus Character (Ver. C) - Dark Jedi Master. Cost: 5. S:50 P:5 H:4. Pay 2 Force (A) Evade 2

Destroyer Droid Squad C Ground - Trade Federation Droid. Cost: 5. S:40 P:5 H:5.

Destroyer Droid P Series II Character - Trade Federation Droid. Cost: 7. S:40 P:5 H:4. When the Character battle step starts, if this unit is in the Character arena, choose one: this unit gets +20 speed, or this unit gets +2 power until end of battle. Shields 1

Destruction of Hope Mission. Cost: 2. Your opponent chooses and discards 2 cards from his or her hand. You gain +1 Force.

Droid Control Ship Space - Trade Federation Capital Ship. Cost: 9. S:10 P:9 H:9. As long as this unit is in the Space arena, each of your Droids gets +10 speed. When this unit is discarded from the Space arena, it does 1 damage to each of your Droids in each arena.

Droid Starfighter DFS-4CT C Space - Trade Federation Droid Starfighter, Cost: 2, S:50 P:2 H:1

Droid Starfighter Squadron Space - Trade Federation Droid Starfighter. Cost: 3. S:40 P:3 H:3.

Droid Starfighter Wing Space - Trade Federation Droid Starfighter, Cost: 4, S:40 P:4 H:4

Fiying Geonosian Squad C Ground - Geonosian Soldier. Cost: 6. S:30 P:4 H:6

Geonosian Defense Platform Ground - Geonosian Fortification. Cost: 7. S:20 P:7 H:7.

Geonosian Fighter Space - Geonosian Starfighter. Cost: 3. S:50 P:2 H:2. Critical Hit 1

Geonosian Guard Character - Geonosian Soldier. Cost: 2. S:30 P:2 H:2

Geonosian Sentry Character - Geonosian Soldier, Cost: 6 S:40 P:4 H:4. As long as this unit is in the Character arena, each of your other Geonosians gets +10 speed.

Geonosian Squad Ground - Geonosian Soldier, Cost: 4. S:30 P:2 H:3. Critical Hit 3

Geonosian Warrior Character - Geonosian Soldier. Cost: 3. S:50 P:3 H:2.

Infantry Battle Droid, **B1** Series

Character - Trade Federation Droid. Cost: 2. S:40 P:2 H:1. When this unit is discarded from the Character arena.

Interference in the Senate R Battle. Pay 10 Force (A) Choose an arena. Each of your opponent's units in that arena gets -20 speed and -2 power until end of battle.

InterCalactic Banking Clan Starship Space - IG Banking Clan Transport.

Cost: 5. S:20 P:4 H:5. Shields 1 Jango Fett

Character (Ver. A) - Bounty Hunter. Cost: 8. S:60 P:7 H:6. As long as Jango is attacking a Jedi, he gets Critical Hit 2

Jango Fett Character (Ver. B) - Bounty Hunter. Cost: 6. S:60 P:6 H:4. As long as Jango is attacking a Jedi, he gets +1 power and Critical Hit 1

Jango Fett Character (Ver. C) - Bounty Hunter. Cost: 5. S:60 P:4 H:4. As long as Jango is attacking a Jedi, he gets +2 power.

Jango Fett Character (Ver. D) - Bounty Hunter. Cost: 4. S:50 P:4 H:3. Critical Hit 1

Nexu Character - Geonosian Creature. Cost: 5. S:50 P:4 H:3. As long as Nexu is in the Character arena, each activated ability of your opponent's units costs 1 more Force to play.

Nute Gunray Character (Ver. A) - Trade Federation Diplomat. Cost: 3. S:20 P:2 H:3. {tap} (A) Your opponent chooses and dis-cards a card from his or her hand. Play

only during your build step. Plot the Secession Mission. Cost: 3. Discard your hand. Then draw 5 cards.

Poggle the Lesser Character (Ver. A) - Geonosian Diplomat. Cost: 4. S:40 P:3 H:3. {tap} {A} Choose one of your opponent's units in the Character arena. Tap that unit unless your opponent pays 3 Force. Play only when Poggle would attack.

Ground - Geonosian Creature, Cost: 3. S:50 P:2 H:2. {tap} {A} Draw a card, then discard a card from your hand. Play only during your build step.

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Character (Ver. A) - IG Banking Clan Diplomat. Cost: 2. S:20 P:1 H:2. {tap} {A} You get +2 build points this turn. Your opponent gets +1 build point this turn. Play only during your build step.

Shu Mai Character (Ver. A) - Commerce Guild Diplomat. Cost: 3. S:30 P:3 H:2. {tap} {A} Draw a card, then discard a card from your hand. Play only during your build step.

Slave I Space - Patrol Ship. Cost: 4. S:40 P:5 H:3. As long as Slave I is in the Space arena, your opponent can't retreat any Space units with damage counters on them during his or her retreat step.

Splinter the Republic Mission. Cost: 1. Search your deck. You may take a card from your deck with the same name as one of your units in any arena. Show it to your opponent and put it into your hand. Then shuffle your deck.

Strength of Hate Battle, Pay 2 Force (A) One of your units gets +3 power for this attack.

Subtle Assassination Mission. Cost: 3. Choose one of your opponent's units in the Character arena with power 3 or less. Your opponent discards that unit.

Super Battle Droid 8EX Character - Trade Federation Droid. Cost: 5. S:40 P:5 H:5. As long as you have another Droid in any arena, this unit gets +10 speed and +1 power.

Target the Senator Mission. Cost: 3. When the battle phase starts, choose one of your opponent's units in any arena. Target the Senator does 4 dice of damage to that unit.

Techno Union Starship Space - Techno Union Capital Ship. Cost: 6. S:30 P:6 H:6.

Trade Federation Battleship Space - Trade Federation Capital Ship. Cost: 6. S:10 P:4 H:6. Bombard 4

Trade Federation **Battleship Core** Ground - Trade Federation Fortification. Cost: 9. S:10 P:10 H:12.

Trade Federation C-9979 U Space - Trade Federation Transport. Cost: 4. S:20 P:2 H:5. {tap} {A} Draw a card. Play only during your build step.

Trade Federation War Freighter
Space - Trade Federation Capital Ship.
Cost: 7. S:30 P:5 H:7. Bombard 3

Tyranus's Edict Mission. Cost: 3. Choose one of your units. As long as that unit is in an arena, your other units in that arena can't be attacked this turn.

Tyranus's Geonosian Speeder

Ground - Geonosian Speeder. Cost: 6. S:40 P:2 H:1. {tap} {A} Search your deck. You may take a Battle card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. Play only during your build step.

Tyranus's Gift Battle. Pay 3 Force (A) The attacking unit gets -5 power for this attack.

Tyranus's Solar Sailer Space - Geonosian Starfighter. Cost: 4. S:60 P:2 H:2. Critical Hit 2 When its attack ends, you may retreat Tyranus's Solar Sailer.

Tyranus's Wrath Battle. Pay 8 Force (A) The attacking unit gets +7 power for this attack

Walking Droid Fighter Ground - Trade Federation Droid. Cost: 4. S:20 P:6 H:2. Shields 1

War Will Follow Battle, Pay 3 Force (A) Choose a Space unit in your opponent's build area. Put that unit into the Space arena. If it's tapped, untap it.

Wat Tambor Character (Ver. A) - Techno Union Diplomat, Cost: 4, S:30 P:2 H:3, When the roll for build points is made, if Wat is in the Character arena, the Light Side gets -1 build point this turn.

zam Wesell Character (Ver. A) - Clawdite Bounty Hunter. Cost: 6. S:60 P:6 H:4. When the Character battle step starts, if Zam is in the Character arena, choose one: remove 1 damage counter from Zam, or Zam gets Critical Hit 2 until end of battle.

SCRYE

Zam Wesell Character (Ver. B) - Clawdite Bounty

Hunter. Cost: 3. S:40 P:3 H:3.

Zam's Airspeeder Ground - Coruscant Speeder, Cost: 2 S:60 P:1 H:1. Critical Hit 3

Light Side A Moment's Rest Mission. Cost: 3. Choose one of your units. Prevent all damage to that unit this turn.

Anakin Skywalker Character (Ver. A) - Jedi Padawan. Cost: 7. S:60 P:6 H:5. Pay 3 Force (A) Evade 3

Anakin Skywalker Character (Ver. B) - Jedi Padawan. Cost: 5. S:50 P.4 H:4. (tap) {A} One of your units in the Ground arena gets +20 speed and +2 power until end of battle Play only during your build step. Pay 1 Force (A) Evade 1

Anakin Skywalker Character (Ver. C) - Jedi Padawan. Cost: 5. S:60 P:5 H:4. Pay 2 Force (A) Evade 2

Anakin Skywalker Character (Ver. D) - Jedi Padawan. Cost: 4. S:50 P:4 H:3. Pay 1 Force {A} Evade 1

Anakin's Inspiration Battle. Pay 2 Force (A) Choose an arena. Each of your units in that arena gets +20 speed until end of battle

AT-TE Walker 23X Ground - Republic Assault Walker. Cost: 6. S:50 P:5 H:4. Critical Hit 2

AT-TE Walker 71F Ground - Republic Assault Walker. Cost: 6. S:60 P:5 H:4. Shields 1

Bail Organa Character (Ver. A) - Alderaanian Diplomat. Cost: 4. S:40 P:3 H:2. {tap} {A} Your opponent chooses one of his or her units in the Character arena. Tap that unit unless your opponent pays 3 Force. Play only during your build step.

Bravo N-1 Starfighter Space - Naboo Starfighter. Cost: 3. S:50 P:3 H:2. Critical Hit 1

C-3PO Character (Ver. A) - Protocol Droid. Cost: 3. S:10 P:1 H:3. {tap}, Discard 2 cards from your hand (A) Draw 2 cards. Play only during your build step.

Captain Typho Character (Ver. A) - Naboo Soldier. Cost: 5. S:40 P:5 H:5. As long as Typho is in the Character arena, each of your other Naboo Soldiers gets +10 speed.

Chancellor Palpatine Character (Ver. A) - Coruscant Diplomat. Cost: 4. S:30 P:4 H:4. As long as Palpatine is in the Character arena, each of your opponent's Characters gets -10 speed.

Chancellor's Guard Squad C Ground - Republic Soldier, Cost: 3, S:30 P:2 H:3. Critical Hit 2

Chase the Villain Mission. Cost: 2. Your opponent can't retreat any Characters during his or her retreat step this turn.

Cliegg Lars Character (Ver. A) - Tatooine Farmer, Cost: 2. S:30 P:2 H:2. When you deploy Cliegg, you lose 1 Force.

Clone Officer Character - Clone Soldier. Cost: 5. S:40 P:5 H:4. As long as this unit is in the Character arena, each of your Clones gets +1 power.

Clone Platoon Ground - Clone Soldier. Cost: 4. S:40 P:4 H:4.

Clone Squad Ground - Clone Soldier. Cost: 3. S:10 P:3 H:3.

Clone Warrior 4/163 Character - Clone Soldier. Cost: 4. S:40 P:4 H:4.

Clone Warrior 5/373 Character - Clone Soldier. Cost: 3. S:40 P:3 H:3.

Cordé Character (Ver. A) - Naboo Handmaiden. Cost: 2. S:30 P:2 H:1. Critical Hit 1 Discard Cordé from the Character arena (A) Prevent all damage to any one non-Jedi Character.

Corellian Star Shuttle Space - Republic Transport. Cost: 4. S:20 P:3 H:4. {tap} {A} Draw a card. Play only during your build step.

Ground - Jedi Knight. Cost: 3. S:40 P:3 H:2. Critical Hit 2

Guide

Go to the Temple Battle. Pay 2 Force (A) Choose an arena. Retreat any number of your units in that arena. Play only if no unit is attacking.

Hero's Duty Battle. Pay 4 Force (A) One of your units gets +5 power for this attack. When this attack ends, discard that unit. Hyperdrive Ring

Space - Republic Device. Cost: 3. S:30 P:1 H:3. As long as you have a Starfighter in the Space arena, this unit gets +2 nower

Jar Jar Binks Character (Ver. A) - Gungan Diplomat. Cost: 3. S:40 P:2 H:2. When your oppo nent rolls one or more dice in an attack on Jar Jar, you may reroll any of those dice.

Jedi Call for Help Mission. Cost: 3. Search your deck. You may take a unit card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. You may complete this Mission only if you have a Jedi in the Character arena.

Jedi Council Summons Mission. Cost: 2. Search your deck. You may take a Jedi card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck and gain +1 Force.

Jedi Knight's Deflection R Battle. Pay 6 Force (A) Prevent up to 2 damage to one of your units. That unit may do that much damage to a unit of your choice in the same arena

Jedi Patrol Ground - Jedi Knight. Cost: 3. S:30 P:3 H:3. {tap} {A} Draw a card, then discard a card from your hand. Play only during your build step

Jedi Starfighter 3R3 Space - Jedi Starfighter. Cost: 3. S:50

Kit Fisto Character (Ver. A) - Nautolan Jedi Master. Cost: 5. S:40 P:4 H:5. Pay 2 Force (A) Fyade 2

Master and Apprentice U Battle. Pay 3 Force (A) Up to 2 of your units each get +2 power until end of battle.

N-1 Starfighter Space - Naboo Starfighter. Cost: 2. S:60 P-2 H-1

Naboo Cruiser Space - Naboo Transport. Cost: 6. S:10 P:6 H:7 Naboo Defense Station

Ground - Naboo Fortification. Cost: 8. S:10 P:6 H:12. Naboo Royal Starship Space - Naboo Transport. Cost: 5. S:20

P:5 H:6. Naboo Security Guard Character - Naboo Soldier. Cost: 2. S:30 P:2 H:2

Naboo Senatorial Escort C Ground - Naboo Soldier, Cost; 2, S:10 P-2 H-3

Naboo Spaceport Ground - Naboo Fortification. Cost: 9. S:10 P:7 H:9. Ion Cannon 4

Naboo Starfighter Squadron Space - Naboo Starfighter. Cost: 4. S:40 P:4 H:4.

Obi-Wan Kenobi Character (Ver. A) - Jedi Knight. Cost: 7 S:40 P:6 H:7. Pay 2 Force (A) Evade 2 Discard Obi-Wan from the Character arena (A) Prevent all damage to one of your Characters. Then you gain additional Force equal to the damage prevented.

Obi-Wan Kenobi Character (Ver. B) - Jedi Knight. Cost: 5 S:40 P:5 H:5. Pay 2 Force (A) Obi-Wan gets Critical Hit 2 for this attack. Pay 2 Force {A} Evade 2 Pay 1 Force {A} Prevent 1 damage to Anakin Skywalker

Obi-Wan Kenobi Character (Ver. C) - Jedi Knight. Cost: 4. S:40 P:4 H:4. Pay 2 Force (A) Evade 2 Obi-Wan's Starfighter

Space - Jedi Starfighter. Cost: 4. S:50 P:3 H:3. Critical Hit 2 When the battle phase starts, if Obi-Wan's Starfighter is in the Space arena, remove all damage counters from Obi-Wan's Starfighter

Padmé Amidala Character (Ver. A) - Naboo Diplomat. Cost: 5. S:60 P:4 H:4. As long as Padmé is in the Character arena, each of your Jedi gets +10 speed and Anakin

Skywalker gets +2 power. Padmé Amidala Character (Ver. B) - Naboo Diplomat. Cost: 4. S:40 P:3 H:2. When the roll for build points is made, if Padmé is in the Character arena, the Dark Side gets -1 build point this turn.

Padmé Amidala Character (Ver. C) - Naboo Diplomat. Cost: 4. S:50 P:3 H:3. Put 1 damage counter on Padmé and retreat her {A} Prevent all damage to Padmé.

Padmé Amidala

Character (Ver. D) - Naboo Diplomat. Cost: 3. S:50 P:3 H:3. Padmé's Yacht

Space - Naboo Transport. Cost: 5. S:40 P:3 H:5. Shields 1 Plo Koon

Character (Ver. A) - Kel Dor Jedi Master. Cost: 6. S:50 P:5 H:5. As long as you have another Jedi in the Character arena, Plo gets +1 power. Pay 2 Force {A} Evade 2

Queen Jamillia Character (Ver. A) - Naboo Diplomat. Cost: 4. S:30 P:3 H:2. (tap) (A) Retreat one of your Diplomats. Play only when Jamillia would attack

P2-D2 Character (Ver. A) - Astromech Droid. Cost: 3. S:10 P:2 H:3. (tap) (A) Each of your units in the Space arena gets Critical Hit 1 until end of battle. Play only during your build step.

Republic Assault Ship Space - Republic Capital Ship. Cost: 7 S:30 P:6 H:7. Bombard 2

Republic Attack **Gunship UH-478** Ground - Republic Gunship. Cost: 6. S:40 P:6 H:6.

Republic Cruiser Space - Republic Transport. Cost: 4. S:30 P:4 H:3. Shields 1

Seek the Council's Wisdom R Mission. Cost: 2. You gain +4 Force. Shaak Ti

Character (Ver. A) - Togruta Jedi Master. Cost: 4. S:50 P:3 H:5. Pay 1 Force {A} Evade 1 Speeder Bike Squadron Ground - Republic Speeder. Cost: 5. S:60 P:3 H:4. Shields 1

Spirit of the Fallen Battle. Pay 2 Force (A) Each of your Characters gets +2 power until end of battle. Play only if one of your Characters has been discarded from the Character arena this turn.

Underworld Connections U Mission. Cost: 1. Look at your oppo-nent's hand. Then you gain +1 Force.

Ward of the Jedi Battle. Pay 4 Force (A) Choose one of your units. That unit can't be attacked this turn as long as you have any other units in the same arena.

Wedding of Destiny Mission. Cost: 2. Draw 3 cards. Then you gain +1 Force.

Windu's Solution Battle. Pay 2 Force (A) One of your units gets +30 speed and +2 power until end of battle.

Yoda Character (Ver. A) - Jedi Master. Cost: 9. S:40 P:6 H:6. When end the battle phase does, if Yoda in the Character arena is, +1 Force you gain. 2 Force pay (A) Evade 3 10 Force pay (A) Deflect 3

Yoda Character (Ver. B) - Jedi Master. Cost; 5. S:40 P:4 H:4. 3 Force pay {A} Evade 4 5 Force pay {A} Deflect 2 {tap} {A} +1 Force you gain. Only during your build step play.

Yoda's Intervention Battle. Pay 3 Force (A) Prevent up to 3 damage to one of your units.

Neutral

Attract Enemy Fire

Battle. Pay 2 Force (A) Choose one of your units in the same arena as the attacking unit. The attacking unit now attacks that unit instead of the original defending unit. Play only before your



Battle Fatigue R Battle. Pay 2 Force (A) Choose an arena where no unit has attacked this turn. Each unit in that arena gets -1 power until end of battle.

Boba Fett

Character (Ver. A) - Clone Boy. Cost: 2. S:40 P:2 H:1. As long as Boba is in the Character arena, each Bounty Hunter

Cheat the Game Battle. Pay 3 Force (A) Reroll all your attack dice.

Clear the Skies

Mission. Cost: 3. The Dark Side player chooses and discards a unit from each arena in which he or she has 4 or more units. Then the Light Side player does

Coruscant Freighter AA-9 U Space - Independent Transport. Cost: 7 S:20 P:1 H:8. {tap} {A} Draw 3 cards, then discard 2 cards from your hand. Play only during your build step.

Departure Time Mission. Cost: 2. You may discard one of your units from any arena. If you do, you get +4 build points this turn

Dexter Jettster Character (Ver. A) - Diner Owner. Cost: 4. S:50 P:1 H:4. (tap) (A) One of your Characters gets +3 power until end of battle. Play only when Dexter would attack

Down in Flames Battle. Pay 4 Force (A) Choose one of your opponent's Speeders in the Ground arena. Your opponent discards that Speeder.

Elan Sleazebaggano Character (Ver. A) - Coruscant Merchant. Cost: 3. S:50 P:3 H:1. As long as Elan is in the Character arena, each of your other Characters gets +20 speed. When the battle phase ends, Elan does 1 damage to each of your other Characters. Gozanti Cruiser

pace - Independent Transport. Cost: 6. S:10 P:5 H:6 Hatch a Clone Mission. Cost: 1. Return up to 2

Ground unit cards from your discard pile to your hand. Hero's Dodge

Battle. Pay 1 Force (A) Prevent up to 2 damage to one of your Characters. Hero's Flaw Battle. Pay 3 Force (A) Choose one of you opponent's Characters. This turn, each of

your Characters gets Critical Hit 2 as long as he or she is attacking that Character. High-Force Dodge Battle. Pay 5 Force (A) Prevent up to 5 damage to one of your units.

Jawa Sandcrawler Ground - Tatooine Sandcrawler. Cost: 4. S:10 P:2 H:7. (tap) {A} Draw 2 cards, then discard 2 cards from your hand. Play only during your build step.

Kaminoan Guard Character - Kaminoan Soldier. Cost: 4. S:50 P:3 H:3. As long as there are one or more Clones in any arena, this unit gets +1 power.

Knockdown Battle. Pay 4 Force (A) Choose an

untapped Character. Tap that Character. Lama Su

Character (Ver. A) - Kaminoan Diplomat. Cost: 4. S:20 P:3 H:3. As long as Lama is in the Character arena, each Clone costs 1 fewer build counter to deploy. Lost in the Asteroids

Battle. Prevent all damage done by Space units this turn. Play only before any unit in the Space arena attacks.

Lull in the Fighting Battle. Prevent all damage done by Characters this turn. Play only before any unit in the Character arena attacks.

Luxury Airspeeder Ground - Coruscant Speeder. Cost: 3. S:60 P:2 H:2. As long as this unit is in the Ground arena, each of your other Ground units gets +10 speed.

Mending Mission. Cost: 2. Remove up to 4 dam-age counters from one of your Characters. You gain +1 Force.

Order Here Mission. Cost: 2. Each Battle card costs 3 more Force to play this turn.

Padawan's Deflection C Battle. Pay 3 Force (A) Prevent 1 damage to one of your units. That unit may

do that much damage to a unit of your choice in the same arena. Patrol Speeder Ground - Naboo Speeder. Cost: 4. S:20 P:3 H:4.

Peace on Naboo Battle. Prevent all damage done by Ground units this turn. Play only before any unit in the Ground arena attacks.

Pilot's Dodge Battle. Pay 2 Force (A) Prevent up to 2 damage to one of your Space or Ground units

Power Dive Battle. Pay 3 Force (A) Untap one of your tapped Starfighters in the Space arena or tapped Speeders in the Ground arena.

Recon Speeder Ground - Republic Speeder, Cost; 5. S:30 P:4 H:3. Shields 1

Repulsorlift Malfunction C Battle. Pay 5 Force (A) Choose an untapped Ground unit. Tap that unit.

Return to Spaceport Mission. Cost: 1. Remove up to 4 damage counters from one of your Ground units. Rickshaw

Ground - Tatooine Vehicle. Cost: 2. S:20 P-2 H-2

Second Effort

Battle. Pay 5 Force (A) Choose one or more of your attack dice. Reroll those dice.

Ship Arrival Mission, Cost: 2. Choose Space Ground, or Character. Reveal cards from the top of your deck until you card into your hand and shuffle the other revealed cards into your deck

Slumming on Coruscant C Mission. Cost: 1. Look at your opponent's hand. If your opponent has any Battle or Mission cards there, choose one of them Your opponent discards that card.

Sonic Shockwave Battle. Pay 5 Force (A) Choose an untapped Space unit. Tap that unit.

Starship Refit counters from one of your Space units. Surge of Power Battle. Pay 1 Force (A) One of your units

gets +2 power for this attack. Swoop Bike Ground - Tatooine Speeder. Cost: 2. S:50 P:2 H:1.

Take the Initiative Mission. Cost: 1. Return up to 2 Space unit cards from your discard pile to your hand. Target Locked

Battle. Pay 2 Force (A) One of your units gets Critical Hit 2 for this attack

Taun We Character (Ver. A) - Kaminoan Diplomat. Cost: 2. S:20 P:2 H:3. As long as Taun is in the Character arena, each of your Clones gets +10 speed.

Taylander Shuttle Space - Independent Transport. Cost: 2. S:20 P:2 H:2.

Character (Ver. A) - Tatooine Merchant. Cost: 4. S:20 P:3 H:3. When the battle phase ends, if Watto is in the Character arena, you may remove a damage counter from one of your Droids

Weapon Response Battle. Pay 1 Force (A) The attacking unit gets -2 power for this attack.



7 Pokémon questions & answers

Recent Rulings as of April 27

Pokémon Powers

Q: If there are two Dark Ampharos in play and one of them has its Conductivity power

"turned off," does the second one's Pokémon Power become active or is it still inactive?

A: It would still be inactive.

Q: Will Dark Ampharos' Conductivity do 20 damage if I use Blaine to attach two Fire Energy cards? Will Conductivity do multiple damage if I use Blastoise's Rain Dance to move multiple Water Energy cards?

A: Yes to both questions.

Q: If I attach a Metal Energy and my opponent has Dark Ampharos, does the Metal Energy block the Conductivity damage or not?

A: No, it does not block the damage. Metal Energy is not in play before Conductivity's effect kicks in, so your Pokémon takes the damage from Conductivity.

Q: Could I play a Super Energy Removal, choose the energy card attached to my active Pokémon with Legendary Body (e.g., Suicune Lvl. 25), and then not discard it since Legendary Body protects it from the effects of Trainer Cards?

A: No. The cost of playing Super Energy Removal is that discarded energy. If you did not pay the cost, Super Energy Removal can't be used.

Q: If there is a Dark Vileplume in play, can Dark Porygon2 use its Pokémon Power to put a stadium card from my discard pile into play?

A: Yes. Dark Vileplume stops you from playing trainers. On the other hand, Dark Porygon2's



Spatial Distortion lets you take a stadium from the discard pile and put it in play. "Put into play from the discard pile" and "playing from your hand" are not the same thing.

Pokémon Attacks

Q: When Light Azumarill does its Bubble Jump attack, does Azumarill and all cards attached to it get returned to your hand regardless of the outcome on the coin flip?

A: Yes.

Q: On Sunkern's Sunbathe attack, can I still search my deck for an evolution of Sunkern if I flip tails?

A: Yes. The flip only applies to removing counters. A similar ruling would also follow for Neo: Discovery's Metapod (Hatch) and Neo: Destiny's **Dark Pupitar** (Explosive Evolution).

Q: If I use Light Ledian's Flash Touch and bring up Brock's Ninetales, will it be immune to sleep, poison, etc. regardless of what cards I attach to it?

A: Yes.

Q: If I use Crobat's Trigger Poison attack on a Rocket's Zapdos and the Rocket's Zapdos uses its Plasma attack, will Rocket's Zapdos get poisoned when Lightning Energy is retrieved from the discard pile?

A: No. Rocket's Zapdos will only get poisoned when your opponent attaches an energy card from his or her hand to Rocket's Zapdos.

use Nightly Garbage Run, Time Capsule, etc. to put 0 cards into my deck and shuffle it? A: Yes. It's a nice trick to shuffle your deck with-

Q: If I have no cards in my discard pile, can I

out the need for Professor Elm or Professor Oak.

Energy

Q: Can a Miracle Energy count as one Fire Energy and one Lightning Energy at the same time?

A: Yes.

New team format in the works

Wizards of the Coast's Master Trainer Mike, a.k.a. Michael Gills, recently announced the development of a new DCI-sanctioned format for Pokémon. It allows players to pair up and play Pokémon in teams. The current Team Format rules appear on the following page.

"This format has been created to allow players of different skill levels to play their favorite TCG together as a team," Gills said. "This will enable parents to play with their children and more advanced players help newer players improve their game skills. Cards and game strategies will be different in this format, so it also allows players to look at their cards with new goals in mind.

"These rules are still subject to some change as we learn what works and what doesn't. Wizards of the Coast will be holding and sanctioning Pokémon Team Multiplay events at Origins and Gen Con, and several of these events at the upcoming 2002 Pokémon World Championships in Seattle, Wash., Aug. 3 and 4. Each two-player team will have its own DCI ratings for both Constructed and

"The official Team Multiplay rules will be published in September 2002 and thereafter local tournament organizers will be able to sanction tournaments in this format.





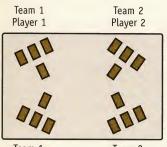
Wizards of the Coast introduces team format for Pokémon

Pokémon Multiplayer Rules v1.1

For the most part, Pokémon rules and effects work the same in multiplayer games as they do in a one-on-one game. To play a two-on-two game, start with the following basic multiplayer rules:

- 1. Each player uses a standard 60 card deck using the current Modified format rules. Each team (made up of 2 players) designates one player as Player A and the other as Player B during the registration process. This does not change throughout the tournament.
- **2.** Everybody sits around a single table, with team partners sitting adjacent to each other. Player A from each team sits opposite Player A from the opposing team. Player B sits to the right of Player B.

Teammates, while adjacent, should not sit directly next to each other. Examples are given below depending on the table shape.



Team 1 Team 2 Player 2 Player 1

- 3. Player B from one team flips coin, and Player B from the other team calls out the desired result. The team that won the flip gets to decide which team starts first. After setup, Player A of the starting team (hereafter known as Team 1) takes his or her first turn. Play then moves on to the player to the left (Player B of the opposing team hereafter known as Team 2) and continues on clockwise. (Starting order: 1A, 2B, 1B, 2A.)
- 4. Player 1A must first declare whether he or she needs to take a Mulligan or not. If so, then each member of the opposing team may draw up 1 card (totaling 2 for the team). Then the player to the left goes through this process, then the player to their left, until you end with Player 2A. (Mulligan order is the same as the play order: 1A, 2B, 1B, 2A.)

This will help offset some of the disadvantage of your team going first (player 2A is the least likely to have to call a Mulligan).

- **5.** Each player places out 3 Prize cards.
- **6.** When it is your turn, your Pokémon can attack either of the opponent's Pokémon. The opponent you choose is now the Defending Pokémon for any effects.

If an attack states "your Pokémon" it only affects your own (not your team mate's). If an attack state's your opponent's Pokémon, it only affects the opponent that you have chosen to attack (not his or her teammate). If an attack states "all Pokémon" or "all Benched Pokémon", then it affects all 4 players stated Pokémon.

7. When a player earns a prize card by Knocking out one of the opposing Pokémon he

SMETAGAME
THE BIG PICTURE
COUNTES OF Michael Cills

courtesy of Michael Gills
Wizards of the Coast

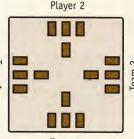
or she can choose to draw one of their Prize cards or have their teammate draw one of their Prize cards. If one player has already drawn their last prize card, the next time they earn the right to draw another Prize card their teammate must draw one of his or her Prize cards instead.

If a triggered Pokémon Power, attack, or special condition Knocks out one of your own Pokémon, then the players on the opposing team may discuss which of them gets to draw a Prize card with player A having the final decision.

8. The game continues until one team has

drawn all 6 of its prize cards or both players on a team are eliminated (has their last in play Pokémon Knocked out, decks themselves, or leaves the game).

9. If a player leaves the game (has their last in play Pokémon Knocked out, has decked himself, or must leave the game (con-



Team 2

Team 1 Player 2

cede)), all of his or her cards (including Stadiums) are removed from the game. His or her teammate must add a number of cards from the bottom of their deck equal to the number of remaining prizes the removed teammate had left to their prize cards. The game continues until both players on one team are eliminated.

In the event that the remaining team player does not have enough cards in their deck to place out these prize cards, that player is considered to have "decked" himself and is eliminated from the game.

If a player is eliminated and that player chooses to remain in the game, he or she must stay at the table and then may look at his or her partner's hand and advise him or her. However, the remaining player still makes all final decisions.

Eliminated players who remain at the table to advise are considered active participants in the game and as such, penalties can still be assessed to them or their team if necessary.

10. Table talk is unlimited. You may tell your teammate anything but you cannot show your partner any of the cards in your hand unless one of the team has been eliminated (see rule #9).

All talk between players must be done above the table and must be done in a way that the other team can hear you clearly. All verbal communication must be done in the designated local language though codes and non-verbal communication are also allowed. Note: American Sign Language (ASL) is considered verbal communication.

11. All Trainer, Pokémon Power, and attack effects that specify "you" can be played on either you or your partner. All Trainer, Pokémon Power, and attack effects that specify your opponent can be played on either member of the opposite team. For example, if you play Double Gust you can choose either yourself or your partner for the first effect, and either of your opponent's for the second.

Only the owner of a Pokémon, Trainer card, or effect can choose whether to use that effect or allow their teammate to do so. You cannot use any of your teammate's Pokémon Powers, attacks, or effects on your turn.

Once you designate which player is "you" or "opponent" then every instance of "you" or "opponent" in that effect refers to that same player. For example, if you choose to play Professor Elm on your teammate, then it is only your teammate that cannot play any more Trainers that turn, not you. You would then be able to play Professor Elm on your teammate again or even on yourself if you so chose.

This means that you cannot split the effects of a card between both players on a team (yours or your opponents). For example, if you play Pokémon Breeder Fields you must either choose 1 or 2 of your Pokémon, or 1 or 2 of your teammate's Pokémon. You cannot choose 1 of each.

Cards and effects that refer to both players only affect the chosen players on each team.
Cards that affect all players, affect every player in the game.

12. You cannot attach any of your cards to any of your opponent's Pokémon. You also cannot draw, trade, or transfer any cards between you or your teammate's cards, decks or Pokémon.

You can trade counters, markers, or effects between teammate's Pokémon when applicable.

- 13. All Special Conditions and effects that trigger at the end of each turn, trigger at the end of EACH player's turn (like Poison or Asleep). Special Conditions that trigger or end at the end of YOUR turn still wait until the end of YOUR particular turn (such as Paralysis).
- 14. Whenever you put into play any continual Pokémon Power that specifies "your opponent", you must immediately designate which opponent it is targeting. Whenever you put into play any continual Pokémon Power that specifies "your Pokémon" you must immediately designate whether it is targeting your Pokémon or your teammate's Pokémon (such as Dodrio's Retreat Aid).

Once an effect has its target designated, that target cannot change while that Pokémon remains in play.

Stadium cards affect all players in a game. Only 1 Stadium card may be in play per game (standard rules apply).

Triggered and activated Pokémon Powers and attack effects only affect you or the designated Defending Player. If a Power or attack mentions the Defending Pokémon, you must designate which opponent's Pokémon is the Defending Pokémon BEFORE the effect is used or triggered.















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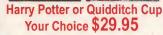
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Legend of Blue-Eyes White Dragon 185 Cards

Rarity codes: C=Common, K=Fixed in Kaiba starter deck, Y=Fixed in Yugi starter deck, R=Rare, SR=Super Rare, UR= Ultra Rare, SCR=Secret Rare.



Monsters

Ancient Elf Lvl. 4 Light Spellcaster. A:1450 D:1200 Ansatsu

Lvl. 5 Earth Warrior, A:1700 D:1200

Aqua Madoor Lvl. 4 Water Spellcaster. A:1200 D:2000 Armaill

Lvl. 3 Earth Warrior. A:700 D:1300 Armed Ninja

Lvl. 1 Earth Warrior/Effect. A:300 D:300. FLIP: Destroys 1 Magic Card on the field. If this card's target is face-down, flip it face-up.
If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Armored Starfish Lvl. 4 Water Aqua. A:850 D:1400

Baron of the Fiend Sword Y Lvl. 4 Dark Fiend, A:1550 D:800

Basic Insect Lvl. 2 Earth Insect. A:500 D:700

Battle Ox Lvl. 4 Earth Beast-Warrior. A:1700 D:1000 Beaver Warrior Lvl. 4 Earth Beast-Warrior. A:1200 D:1500

Blue-Eyes White Dragon UR/K Lvl. 8 Light Dragon. A:3000 D:2500 Celtic Guardian

Lvl. 4 Earth Warrior. A:1400 D:1200 Charubin the Fire Knight

Lvl. 3 Fire Pyro/Fusion. A:1100 D:800. "Monster Egg"+"Hinotama Soul"

Claw Reacher Lvl. 3 Dark Fiend. A:1000 D:800 Curse of Dragon SR/Y Lvl. 5 Dark Dragon. A:2000 D:1500

D. Human Lvl. 4 Earth Warrior. A:1300 D:1100 Dark Assassin

Lvl. 4 Dark Zombie, A:1200 D:1200

Dark Gray Lvl. 3 Earth Beast. A:800 D:900 Dark King of the Abyss

Lvl. 3 Dark Fiend. A:1200 D:800 Dark Magician UR/Y Lvl. 7 Dark Spellcaster. A:2500 D:2100

Dark Titan of Terror Lvl. 4 Dark Fiend. A:1300 D:1100

Darkfire Dragon Lvl. 4 Dark Dragon/Fusion. A:1500 D:1250. "Firegrass"+"Petit Dragon"

Darkworld Thorns Lvl. 3 Earth Plant. A:1200 D:900 Destroyer Golem

Lvl. 4 Earth Rock. A:1500 D:1000 Dissolverock Lvl. 3 Earth Rock. A:900 D:1000

Doma The Angel of Silence Lvl. 5 Dark Fairy. A:1600 D:1400

Dragon Zombie Lvl. 3 Dark Zombie. A:1600 D:0 Dragoness the

Wicked Knight Lyl. 3 Wind Warrior/Fusion, A:1200 D:900. "Armaill"+"One-Eyed Shield Dragon"

Drooling Lizard Lvl. 3 Earth Reptile. A:900 D:800 **Enchanting Mermaid** Lvl. 3 Water Fish. A:1200 D:900

TRADING CARD GAME

d of Blue-Eyes Exodia the Forbidden One UR Lvl. 3 Dark Spellcaster/Effect. A:1000 D: 1000. An automatic victory can be declared by the player whose hand contains this card together with the Left Leg/Right Leg/ Left Arm/Right Arm of the Forbidden One.

Feral Imp Lvl. 4 Dark Fiend, A:1300 D:1400

Fiend Reflection #2 C Lvl. 4 Light Winged Beast. A:1100 D:1400 Firegrass Lvl. 2 Earth Plant. A:700 D:600

Firevarou Lvl. 4 Fire Pyro. A:1300 D:1000 Flame Ghost

Lvl. 3 Dark Zombie. A:1000 D:800. "Skull Servant"+"Dissolverock" Flame Manipulator

Lvl. 3 Fire Spellcaster. A:900 D:1000 Flame Swordsman Lvl. 5 Fire Warrior/Fusion, A:1800 D:1600. "Flame Manipulator"+"Masaki the Legendary Swordsman"

Flower Wolf Lvl. 5 Earth Beast. A:1800 D:1400. "Silver Fang"+"Darkworld Thorns Frenzied Panda Lvl. 4 Earth Beast. A:1200 D:1000

Fusionist Lvl. 3 Earth Beast. A:900 D:700. "Petit Angel"+"Mystical Sheep #2"

Gaia the Dragon Champion SCR Lvl. 7 Wind Dragon/Fusion. A:2600 D:2100. "Gaia The Fierce Knight"+ "Curse of Dragon"

Gaia The Fierce Knight UR/Y Lvl. 7 Earth Warrior. A:2300 D:2100 Giant Soldier of Stone R/Y Lvl. 3 Earth Rock. A:1300 D:2000

Great White Lvl. 4 Water Fish. A:1600 D:800 Green Phantom King Lvl. 3 Earth Plant. A:500 D:1600

Cyakutenno Megami Lvl. 6 Light Fairy. A:1800 D:2000

Hane-Hane Lvl. 2 Earth Beast/Effect. A:450 D:500. FLIP: Select 1 Monster Card on the field (regardless of position) and return it to its owner's hand.

Hard Armor Lvl. 3 Earth Warrior. A:300 D:1200 Hinotama Soul

Lvl. 2 Fire Pyro. A:600 D:500 Hitotsu-Me Giant Lvl. 4 Earth Beast-Warrior. A:1200 D:1000

Judge Man Lvl. 6 Earth Warrior. A:2200 D:1500 Kagemusha of

the Blue Flame Lvl. 2 Earth Warrior. A:800 D:400 Karbonala Warrior

Lvl. 4 Earth Warrior/Fusion. A:1500 D:1200. "M-Warrior #1"+"M-Warrior #2" King Fog Lvl. 3 Dark Fiend. A:1000 D:900

Kojikocy Lvl. 4 Earth Warrior. A:1500 D:1200 Koumori Dragon Lvl. 4 Dark Dragon. A:1500 D:1200

Kumootoko Lvl. 3 Earth Insect. A:700 D:1400 Kurama

Lvl. 3 Wind Winged Beast. A:800 D:800 La Jinn the Mystical

Genie of the Lamp Lvl. 4 Dark Fiend. A:1800 D:1000 Larvas

Lvl. 3 Earth Beast. A:800 D:1000 Left Arm of the Forbidden One Lyl. 1 Dark Spellcaster, A:200 D:300

Left Leg of the Forbidden One Lvl. 1 Dark Spellcaster. A:200 D:300 Lesser Dragon

Lvl. 4 Wind Dragon. A:1200 D:1000 Lord of D Lvl. 4 Dark Spellcaster/Effect. A:1200 D:1100. All Dragon-Type monsters are not affected by Magic Cards, Trap

Cards, or other effects while this card is face-up on the field. Magical Chost Lvl. 4 Dark Zombie. A:1300 D:1400

ver's

Mammoth Graveyard C Lvl. 3 Earth Dinosaur. A:1200 D:800 Man Eater Lvl. 2 Earth Plant. A:800 D:600

Man-Eater Bug SR/Y Lvl. 2 Earth Insect/Effect, A:450 D:600. FLIP: Destroys 1 monster on the field (regardless of position).

C/Y

Man-Eating Treasure Chest Y Lvl. 4 Dark Fiend. A:1600 D:1000

Masaki the Legendary Swordsman
Lvl. 4 Earth Warrior, A:1100 D:1100

Master & Expert Lvl. 4 Earth Beast. A:1200 D:1000 Meda Bat Lvl. 2 Dark Fiend. A:800 D:400

Metal Dragon Lvl. 6 Wind Machine/Fusion. A:1850 D:1700 "Steel Ogre Grotto #1"+ "Lesser Dragon"

Misairuzame Lvl. 5 Water Fish. A:1400 D:1600 Monster Egg Lvl. 3 Earth Warrior. A:600 D:900 M-Warrior #1 Lvl. 3 Earth Warrior. A:1000 D:500

M-Warrior #2 Lvl. 3 Earth Warrior, A:500 D:1000 Mysterious Puppeteer Lvl. 4 Earth Warrior/Effect. A:1000 D:1500. When the monster is summoned (excluding Special Summon) or flipped face-up by attack or some effect, the Life Points of this card's owner

increase by 500 points for each monster while this card is face-up on the field. Mystic Clown Lvl. 4 Dark Fiend. A:1500 D:1000 Mystic Horseman Lvl. 4 Earth Beast. A:1300 D:1550 Mystical Elf Lvl. 4 Light Spellcaster. A:800 D:2000

C

C

C

Mystical Sheep #2 Lvl. 3 Earth Beast. A:800 D:1000 Nemuriko Lvl. 3 Dark Spellcaster. A:800 D:700

Neo the Magic Swordsman Y Lvl. 4 Light Spellcaster. A:1700 D:1000 Ogre of the Black Shadow K Lvl. 4 Farth Beast-Warrior, A:1200 D:1400

One-Eyed Shield Dragon Lvl. 3 Wind Dragon. A:700 D:1300

Pale Beast Lvl. 4 Earth Beast, A:1500 D:1200 Petit Angel Lvl. 3 Light Fairy. A:600 D:900

Petit Dragon Lvl. 2 Wind Dragon. A:600 D:700 Ray & Temperature

Lvl. 3 Light Fairy. A:1000 D:1000 Reaper of the Cards

Lvl. 5 Dark Fiend/Effect. A:1380 D: 1930. FLIP: Destroys 1 Trap Card on the field. If this card's target is face-down, flip it face-up. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Red-Eves B. Dragon Lvl. 7 Dark Dragon. A:2400 D:2000 Right Arm of the

Forbidden One Lvl. 1 Dark Spellcaster. A:200 D:300

Right Leg of the Forbidden One Lvl. 1 Dark Spellcaster. A:200 D:300

Roque Doll Lvl. 4 Light Spellcaster. A:1600 D:1000 **Root Water** Lvl. 3 Water Fish. A:900 D:800

Rude Kaiser K Lvl. 5 Earth Beast? Warrior, A:1800 D:1600 Ryu-Kishin Lvl. 3 Dark Fiend. A:1000 D:500

Rvu-Kishin Powered Lvl. 4 Dark Fiend. A:1600 D:1200 Sand Stone Lvl. 5 Farth Bock, A:1300 D:1600

Silver Fang Lvl. 3 Earth Beast. A:1200 D:800 Skull Red Bird Lvl. 4 Wind Winged Beast. A:1550 D:1200

Skull Servant Lvl. 1 Dark Zombie. A:300 D:200 Sorcerer of the Doomed Lvl. 4 Dark Spellcaster, A:1450 D:1200 Spike Seadra

Lvl. 5 Water Sea Serpent. A:1600 D:1300

Spirit of the Harp Lvl. 4 Light Fairy. A:800 D:2000 Steel Ogre Grotto #1 Lvl. 5 Earth Machine. A:1400 D:1800

Succubus Knight Lvl. 5 Dark Warrior, A:1650 D:1300 Summoned Skull Lvl. 6 Dark Fiend. A:2500 D:1200 Swordstalker

Lvl. 6 Dark Warrior. A:2000 D:1600 Terra the Terrible Lvl. 4 Dark Fiend. A:1200 D:1300 The 13th Grave Lvl. 3 Dark Zombie. A:1200 D:900

The Furious Sea King Lvl. 3 Water Aqua. A:800 D:700

The Stern Mystic Lvl. 4 Light Spellcaster/Effect. A:1500 D:1200. FLIP: All face-down cards on the field are turned face-up, and then returned to their original positions. No card effects are activated when cards are turned face-up.

The Wicked Worm Beast Lvl. 3 Earth Beast/Effect. A:1400 D:700 This card is returned to your hand at the end of your turn.

Trap Master
Lvl. 3 Earth Warrior/Effect. A:500 D:1100. FLIP: Destroys 1 Trap Card on the field. If this card's target is face-down, flip it faceup. If the card is a Trap Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated

Tri-Horned Dragon St. Lvl. 8 Dark Dragon. A:2850 D:2350 Trial of Hell Lvl. 4 Dark Fiend. A:1300 D:900

Tripwire Beast Lvl. 4 Earth Thunder. A:1200 D:1300 Turtle Tiger Lvl. 4 Water Aqua. A:1000 D:1500

Two-Mouth Darkruler Lvl. 3 Earth Dragon, A:900 D:700 Lvl. 4 Wind Winged Beast, A:1200 D:1400

Unknown Warrior of Fiend K Lvl. 3 Dark Warrior. A:1000 D:500 Uraby

Lvl. 4 Earth Dinosaur. A:1500 D:800 Wall of Illusion Lvl. 4 Dark Fiend. A:1000 D:1850. The monster attacking this creature is returned to its owner's hand. Any damage resulting from the attack is calculated normally.

Winged Dragon, Guardian of the Fortress #1 Lvl. 4 Wind Dragon. A:1400 D:1200

Witty Phantom C/Y Lvl. 4 Dark Fiend. A:1400 D:1300



Magic Ancient Telescope Magic. See the top 5 cards of your opponent's Deck. Return the cards to the Deck in the same order.

Beast Fangs Magic (Equip). A Beast-Type monster equipped with this card increases its ATK and DEF by 300 points.

Book of Secret Arts Magic (Equip). A Spellcaster-Type mon-ster equipped with this card increases its ATK and DEF by 300 points.

Card Destruction Magic. Both players must discard their entire hands and draw the same num-ber of cards that they discarded from their respective Decks Change of Heart Magic. Select and control 1 opposing

monster (regardless of position) on the field until the end of your turn. Dark Energy
Magic (Equip). A Fiend-Type monster
equipped with this card increases its

ATK and DEF by 300 points.

Dark Hole SR/KY Magic. Destroys all monsters on the field. De-Spell KY

Magic. Destroys 1 Magic Card on the field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Dian Keto the Cure Master Y Magic. Increases your Life Points by 1000 points.

Dragon Treasure Magic (Equip). A Dragon-Type monster equipped with this card increases its ATK and DEF by 300 points.

Electro-Whip C Magic (Equip). A Thunder-Type monster equipped with this card increases its ATK and DEF by 300 points.

Final Flame Magic. Inflicts 600 points of Direct Damage to your opponent's Life Points. Fissure R/KY Magic. Destroys 1 face-up monster with the lowest ATK

Follow Wind Magic (Equip). A Winged Beast-Type monster equipped with this card increases its ATK and DEF by 300 points.

Forest Magic (Field). Increases the ATK-and DEF of all Insect, Beast, Plant, and Beast-Warrior-Type monsters by 200 points.

Goblin's Secret Remedy Magic. Increases a selected player's Life Points by 600 points

Gravedigger Choul Magic. Select 2 MONSTER CARDS from your opponent's Graveyard. These MONSTER CARDS are eliminated from play for the remainder of the Duel.

Hinotama Magic. Inflicts 500 points of Direct Damage to your opponent's Life Points. Invigoration

Magic (Equip). An EARTH monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Laser Cannon Armor Magic (Equip). A Fiend-Type monster equipped with this card increases its ATK and DEF by 300 points.

Last Will Magic. If a monster of yours is sent from the field to the Graveyard during the turn that you've played this card you can select a monster with an ATK of 1500 points or less from your Deck and play it as a Special Summon.
Shuffle the Deck after playing the card. This card is active for 1 turn only.

Legendary Sword C Magic (Equip). A Warrior-Type monster equipped with this card increases its ATK and DEF by 300 points.

Machine Conversion Factory C Magic (Equip). A Machine-Type mon ster equipped with this card increases its ATK and DEF by 300 points.

Monster Reborn Magic. Select 1 Monster Card from either your opponent's or your own Gravevard and place it on the field under your control in Attack or Defense Position (face-up). This is considered a Special Summon.

Mountain Magic (Field) Increases the ATK and DEF of all Dragon, Winged Beast, and Thunder-Type monsters by 200 points.

Mystical Moon Magic (Equip). A Beast-Warrior-Type monster equipped with this card increases its ATK and DEF by 300 points.

Ookazi Magic. Inflict 800 points of Direct Damage to your opponent's Life Points. Polymerization Magic. Fuses 2 or more monsters to form a new Fusion Monster.

Pot of Greed Magic. Draw 2 cards from your Deck. Power of Kaishin C Magic (Equip). An Aqua-Type monster equipped with this card increases its ATK and DEF by 300 points.

Raigeki SR Magic. Destroys all of your opponent's monsters on the field.

Raise Body Heat Magic (Equip). A Dinosaur-Type mon-ster equipped with this card increases its ATK and DEF by 300 points.

Red Medicine Magic. Increases your Life Points by 500 points.

Remove Trap Magic. Destroys 1 face-up TRAP CARD on the field.

Silver Bow and Arrow Magic (Equip). A Fairy-Type monster equipped with this card increases its ATK and DEF by 300 points.

Sogen Magic (Field). Increases the ATK and DEF of all Beast-Warrior and Warrior-Type monsters by 200 points.

Soul Exchange SR/Y
Magic. Select an opponent's monster and
use it as a Tribute in place of one of your
own. You must skip your Battle Phase for the turn in which this card is activated.

Sparks Magic. Inflicts 200 points of Direct Damage to your opponent's Life Points.

Stop Defense Magic. Select 1 of your opponent's mon-sters and switch it to Attack Position. If the card is face-down, flip it face-up. If the card has a flip effect, it is activated immediately.

Sword of Dark Destruction Y Magic (Equip). A DARK monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Swords of Revealing Light SR Magic. Counting from your opponent's turn, none of your opponent's monsters can attack for 3 turns. When this card is activated, opponent's face-down monsters are turned face-up, but remain in Defense Position. Any effects the monsters may have are immediately activated

The Flute of Summoning Dragon Magic. Playing this card when you have a Lord of D. card face-up on the field allows you to play up to two Dragon-Type cards from your hand as a Special Summon.

The Inexperienced Spy Magic. Select and see 1card in your opponent's hand.

Umi Magic (Field). Increases the ATK and DEF of all Fish, Sea Serpent, Thunder, and Aqua-Type monsters by 200 points. Also decreases the ATK and DEF of all Machine and Pyro-Type monsters by 200 points.

Vile Germs Magic (Equip). A Plant-Type monster equipped with this card increases its ATK and DEF by 300 points.

Violet Crystal Magic (Equip). A Zombie-Type monster equipped with this card increases its ATK and DEF by 300 points.

Wasteland Magic (Field), Increases the ATK and DEF of all Dinosaur, Zombie, and Rock-Type monsters by 200 points.

Yami Magic (Field). Increases the ATK and DEF of all Fiend and Spellcaster-Type monsters by 200 points. Also decreases the ATK and DEF of all Fairy-Type monsters by 200 points.



Castle Walls Frap. Increase a selected monster's DEF by 500 points during the turn this card is activated.

Dragon Capture Jar Trap (Continuous). All Dragon-Type monsters on the field are switched to Defense Position and remain in this position as long as this card is active. Just Desserts

Trap. Inflict 500 points of Direct Damage to your opponent's Life Points for each monster your opponent has on the field.

Reinforcements KY
Trap. Increase a selected monster's ATK
by 500 points during the turn this card
is activated.

Reverse Trap K
Trap. All increases and decreases to
ATK and DEF are reversed for the turn
in which this card is activated.

Trap Hole SR/KY
Trap. If the ATK of a monster summoned by your opponent (excluding
Special Summon) is 1000 points or
more, the monster is destroyed.

Two-Pronged Attack R/KY
Trap. Select and destroy 2 of your monsters and 1 of your opponent's monsters.

Ultimate Offering
Trap (Continuous). At the cost of 500
Life Points per monster, a player is
allowed an extra Normal Summon,
Tribute Summon, or Set.

Waboku Tran Any dan

Trap. Any damage inflicted by an opponent's monster is decreased to 0 during the turn this card is activated.

Metal Raiders 145 Cards

Monsters

C

7 Colored Fish Lvl. 4 Water Fish. A:1800 D:800 Ancient Brain Lvl. 3 Dark Fiend. A:1000 D:700

Ancient Elf C
Lvl. 4 Light Spellcaster. A:1450 D:1200
Ancient Lizard Warrior C
Lvl. 4 Earth Reptile. A:1400 D:1100
Armored Lizard C

Lvl. 4 Earth Reptile. A:1500 D:1200

Armored Zombie
Lvl. 3 Dark Zombie. A:1500 D:0

B. Skull Dragon UR Lvl. 9 Dark Dragon/Fusion. A:3200 D:2500. "Summoned Skull"+"Red-Eyes B. Dragon" Baby Dragon C

Lvl. 3 Wind Dragon. A:1200 D:700

Barrel Dragon

UR

LVI. 7 Dark Machine/Effect. A:2600 D:2200. Toss a coin 3 times. If 2 out of 3 results are Heads, destroy 1 monster on your opponent's side of the field. This card can only be used during your own turn, once per turn.

Lvl. 5 Earth Beast-Warrior. A:1800 D:1300

Bickuribox

Lvl. 7 Dark Fiend/Fusion. A:2300 D:2000. "Crass Clown"+"Dream Clown" Big Eye C

Lvl. 4 Dark Fiend/Effect. A:1200 D:1000. FLIP: See the 5 cards from the top of your Deck, arrange them in any order desired, and replace them on top of the Deck.

Blackland Fire Dragon
Lvl. 4 Dark Dragon. A:1500 D:800
Bladefly
R

Lvl. 2 Wind Insect/Effect. A:600 D:700. As long as this card remains face-up on the field, increase the ATK of all WIND monsters by 500 points and decrease the ATK of all EARTH monsters by 400 points.

Blast Juggler
Lvl. 3 Fire Machine/Effect. A:800 D:900.
Offer this card as a Tribute during your
Standby Phase if face-up to destroy 2 faceup monsters with an ATK of 1000 or less.

Blue-Winged Crown C Lvl. 4 Wind Winged Beast. A:1600 D:1200 Bottom Dweller C

Bottom Dweller Lvl. 5 Water Fish. A:1650 D:1700 Cannon Soldier

LVI. 4 Dark Machline/Effect. A:1400 D:1300. Offer 1 monster on your side of the field as a Tribute to inflict 500 points of Direct Damage to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded.

Castle of Dark Illusions C LV4. 4 Dark Fiend/Effect. A,920 D.1930. FLIP: Increases the ATK and DEF of all Zombie-Type monsters by 200 points. As long as this card remains face-up on the field, the ATK and DEF of Zombie-Type monsters continues to increase by 200 points during each of your Standby Phases. This effect continues until your 4th turn after the card is activated.

Catapult Turtle SR
Lvl. 5 Water Aqua/Effect. A:1000
D:2000. Offer 1 monster on your side of

the field as a Tribute to inflict Direct Damage equal to half of the Tribute monster's ATK to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded.

Cocoon of Evolution
LVI. 3 Earth Insect/Effect. A:O D:2000.
Vou may treat this card as an Equip
Magic Card on a face-up "Petit Moth"
on the field. When equipped, the ATK
and DEF of "Petit Moth" becomes the
same as "Cocoon of Evolution".

Crass Clown
Lvl. 4 Dark Fiend/Effect. A:1350 D:1400.
When this card is changed from
Defense Position to Attack Position,
return 1 monster on your opponent's
side of the field to the owner's hand.

Crawling Dragon
Lvl. 5 Earth Dragon. A:1600 D:1400
Cyber Saurus
Lvl. 5 Earth Machine/Fusion. A:1800

Lvl. 5 Earth Machine/Fusion. A:1800 D:1400. "Blast Juggler"+"Two-Headed King Rex"

Lvi. 4 Dark Spellcaster/Effect. A:2000 D:800. This card requires a cost of 1000 of your own Life Points to attack.

Deepsea Shark C
Lvl. 5 Water Fish/Fusion. A:1900
D:1600. "Bottom Dweller"+"Tongyo"
Destrover Golem C

Destroyer Golem Lvl. 4 Earth Rock. A:1500 D:1000 Disk Magician

Lvl. 4 Dark Machine. A:1350 D:1000

Doma The Angel of Silence C
Lvl. 5 Dark Fairy. A:1600 D:1400

Dragon Piper
Lvl. 3 Fire Pyro/Effect. A:200 D:1800.
FLIP: Destroys "Dragon Capture Jar",
and turns all face-up Dragon-Type monsters to Attack Position.

Dream Clown
Lvl. 3 Earth Warrior/Effect. A:1200
D:900. When this card is changed from
Attack Position to Defense Position,
select and destroy 1 monster on your
opponent's side of the field.

Electric Lizard C Lvl. 3 Earth Thunder/Effect. A:850 D:800. A non Zombie-Type monster attacking "Electric Lizard" cannot attack on its following turn.

Empress Judge Lvl. 6 Earth Warrior/Fusion. A:2100 D:1700. "Queen's Double"+"Hibikime"

D:1700. "Queen's Double"+"Hibikime Feral Imp Lvl. 4 Dark Fiend. A:1300 D:1400

 Flame Cerebrus
 C

 Lvl. 6 Fire Pyro. A:2100 D:1800
 C

 Garnecia Elefantis
 SR

 Lvl. 7 Earth Beast-Warrior. A:2400 D:2000
 C

 Gate Guardian
 SCR

Cate Guardian SC Lvl. 11 Dark Warrior/Effect. A:3750 D:3400. This card can only be Special Summoned by offering "Sanga of the Thunder", "Kazejin" and "Suijin" on your side of the field as a Tribute.

Gazelle the King of Mythical Beasts Lvl. 4 Earth Beast. A:1500 D:1200 Giga-Tech Wolf

Giga-Tech Wolf Lvl. 4 Fire Machine. A:1200 D:1400 Giltia the D. Knight

C

Ciltia the D. Knight
Lvl. 5 Light Warrior/Fusion. A:1850
D:1500. "Guardian of the
Labyrinth"+"Protector of the Throne"

Creat Moth
Lvl. 8 Earth Insect/Effect. A:2600
D:2500. This monster can only be
Special Summoned by offering "Petit
Moth" as a Tribute on the 4th of your
turns after "Petit Moth" has been
equipped with "Cocoon of Evolution".

Cround Attacker Bugroth C
Lvl. 4 Earth Machine. A:1500 D:1000

Guardian of the Labyrinth C
Lvl. 4 Earth Warrior. A:1000 D:1200

Harpie Lady
Lvt. 4 Wind Winged Beast. A:1300 D:1400
Harpie Lady Sisters
Lvt. 6 Wind Winged Beast/Effect.

Harpie Lady Sisters SR Lvl. 6 Wind Winged Beast/Effect. A:1950 D:2100. This monster can only be Special Summoned with the Magic Card "Elegant Egotist".

Hibikime Lvl. 4 Earth Warrior. A:1450 D:1000 Hoshiningen

Hoshiningen R
Lvl. 2 Light Fairy/Effect. A:500 D:700. As
long as this card remains face-up on the
field, increase the ATK of all LIGHT monsters by 500 points and decrease the ATK
of all DARK monsters by 400 points.

Hunter Spider Lvl. 5 Earth Insect. A:1600 D:1400

Hyosube Lvl. 4 Water Aqua. A:1500 D:900 Illusionist Faceless Mage C

Illusionist Faceless Mage
Lvl. 5 Dark Spellcaster. A:1200 D:2200
Insect Soldiers of the Sky
Lvl. 3 Wind Insect/Effect. A:1000 D:800.
The ATK of this card increases by 1000

points whenever it attacks a WIND monster.

Jellyfish C
Lvl. 4 Water Aqua. A:1200 D:1500

Jinzo #7 Lvl. 2 Dark Machine/Effect. A:500 D:400. This monster may attack your opponent's Life Points directly.

Jiraf Cumo
Lvl. 4 Earth Insect/Effect. A:2200 D:100.
When you attack with this card, toss a coin and call it. If you call it right, attack normally. If you call it wrong, reduce your Life Points by half before attacking.

Kaminari Attack C Lvl. 5 Wind Thunder/Fusion. A:1900 D:1400. "Ocubeam"+"Mega Thunderball"

Lvi. 7 Wind Spellcaster/Effect. A:2400 D:2200. Reduce the ATK of an opponent's moster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

Killer Needle Lvl. 4 Wind Insect. A:1200 D:1000 King of Yamimakai Lvl. 5 Dark Fiend. A:2000 D:1530

C

Kojikocy Lvl. 4 Earth Warrior. A:1500 D:1200 Kuriboh SR

Lvl. 1 Dark Fiend/Effect. A:300 D:200.
Discard this card from your hand to the Graveyard to make the damage inflicted to your Life Points by 1 opponent's monster 0. This effect must be activated during your opponent's Battle Phase.

Labyrinth Tank C Lvl. 7 Dark Machine/Fusion. A:2400 D:2400. "Giga-Tech Wolf"+"Cannon Soldier" Lady of Faith C

Lvl. 3 Light Spellcaster. A:1100 D:800

Larvae Moth C

Lvl. 2 Earth Insect/Effect. A:500 D:400. This monster can only be Special Summoned

by offering "Petit Moth" as a Tribute on the 2nd of your turns after "Petit Moth" has been equipped with "Cocoon of Evolution."

Launcher Spider Lvl. 7 Fire Machine. A:2200 D:2500

Lava Battleguard
Lvl. 5 Earth Warrior/Effect. A:1550
D:1800. Increase the ATK of this card
by 500 points for each face-up "Swamp
Battleguard" on your side of the field.
Lechul

Lvl. 1 Earth Insect/Effect. A:300 D:350. This monster may attack your opponent's Life Points directly.

Leogun Lvl. 5 Earth Beast. A:1750 D:1550 Little Chimera

Ltvl. 2 Fire Beast/Effect. A:600 D:550. As long as this card remains face-up on the field, increase the ATK of all FIRE monsters by 500 points and decrease the ATK of all WATER monsters by 400 points.

Magician of Faith
Lvl. 1 Light Spellcaster/Effect. A:300
D:400. FLIP: Select 1 Magic Card from
your Graveyard and return it to your hand.

Mask of Darkness Lvl. 2 Dark Fiend/Effect. A:900 D:400. FLIP: Select 1 Trap Card from your Graveyard and return it to your hand.

Masked Sorcerer
Lvl. 4 Dark Spellcaster/Effect. A:900
D:1400. When you inflict damage to your opponent's Life Points with this card, draw 1 card from your Deck.

Mega Thunderball Lvl. 2 Wind Thunder. A:750 D:600

Milus Radiant
Lvl. 1 Earth Beast/Effect. A:300 D:250. As
long as this card remains face-up on the
field, increase the ATK of all EARTH monsters by 500 points and decrease the ATK
of all WIND monsters by 400 points.

Morinphen Lvl..5 Dark Fiend. A:1550 D:1300 Muka Muka

MUKA MUKA R Lvl. 2 Earth Rock/Effect. A:600 D:300. Increase the ATK and DEF of this card by 300 points for every card in your hand. Mushroom Man #2

Lvl. 3 Earth Warrior/Effect. A:1250

D:800. A player controlling this monster loses 300 Life Points during each of his/her Standby Phases when this card is on the field. Control of this card is shifted to your opponent by paying 500 Life Points at your own End Phase.

Musician King Lvl. 5 Light Spellcaster/Fusion. A:1750 D:1500. "Witch of the Black Forest"+"Lady of Faith"

Mystic Horseman Lvl. 4 Earth Beast. A:1300 D:1550

Mystic Lamp
Lvl. 1 Dark Spellcaster/Effect. A:400
D:300. This monster may attack your opponent's Life Points directly.
Niwatori

Lvl. 3 Earth Winged Beast. A:900 D:800
Ocubeam C
Lvl. 5 Light Fairy. A:1550 D:1650
Ooguchi C

Lvi. 1 Water Aqua/Effect. A:300 D:250. This monster may attack your opponent's Life Points directly. Pale Beast

Lvl. 4 Earth Beast. A:1500 D:1200

Petit Moth
Lvl. 1 Earth Insect. A:300 D:200

Prevent Rat Lvl. 4 Earth Beast. A:500 D:2000

Princess of Tsurugi
Lvl. 3 Wind Warrior/Effect. A:900
D:700: FLIP: Inflicts 500 points of
Direct Damage to your opponent's Life
Points for each Magic and Trap Card
your opponent has on the field.

Protector of the Throne Lvl. 4 Earth Warrior. A:800 D:1500

Pumpking the king of Chosts C Lvl. 6 Dark Zomble/Effect. A*1800 D-2000. If "Castle of Dark Illusions" is face-up on the field, increase the ATK and DEF of this card by 100 points. As long as this "Castle of Dark Illusions" remains face-up on the field, the ATK and DEF of this card continues to increase by 100 points during each of your Standby, Phases. This effect continues until your 4th turn after the card is activated.

Punished Eagle C Lvl. 6 Wind Winged Beast/Fusion. A:2100 D:1800. "Blue-Winged Crown"+"Niwaton"

Oueen's Double
Lvl. 1 Earth Warrior/Effect. A:350
D:300. This monster may attack your opponent's Life Points directly.
Rabid Horseman

Lvl. 6 Earth Beast-Warrior/Fusion. A:2000 D:1700. "Battle Ox"+"Mystic Horseman"

Lvl. 2 Earth Plant/Effect. A:400 D:500.
This monster may attack your opponent's Life Points directly.

Roaring Ocean Snake
Lvl. 6 Water Aqua/Fusion. A:2100
D:1800. "Mystic Lamp"+"Hyosube"
Rock Ogre Grotto #1

Lvl. 3 Earth Rock. A:800 D:1200

Ryu-Kishin Powered

С

Lvl. 4 Dark Fiend. A:1600 D:1200 Saggi the Dark Clown Lvl. 3 Dark Spellcaster. A:600 D:1500

Sanga of the Thunder SR Lu. 7 Light Thunder/Effect. A:2600 D:2200. Reduce the ATK of an opponents monster attacking this card to 0. This effect can be used only once. The card's owner chooses when to activate this effect.

Sangan
Lvl. 3 Dark Fiend/Effect. A:1000 D:600.
When this card is sent from the field to
the Graveyard, move 1 monster with an
ATK of 1500 or less from your Deck to
your hand. Your Deck is then shuffled.

Shadow Choul
Lvi. 5 Dark Zombie/Effect. A:1600
D:1300. Increase the ATK of this monster by 100 points for each monster in your own Graveyard.

Skull Knight C Lvl. 7 Dark Spellcaster/Fusion. A:2650 D:2250. "Tainted Wisdom"+"Ancient Brain" Star Boy R

Lvi. 2 Water Aqua/Effect. A:550 D:500. As long as this card remains face-up on the field, increase the ATK of all WATER monsters by 500 points and decrease the ATK of all FIRE monsters by 400 points.

Steel Scorpion
Lvl. 1 Earth Machine/Effect. A:250
D:300. A non Machine-Type Monster attacking "Steel Scorpion" will be destroyed at the End Phase of your opponents 3rd turn after the attack.

Suijin SR Lvl. 7 Water Aqua/Effect. A:2500 D:2400. Reduce the ATK of an opponent's monster attacking this card to 0. This effect can be used only once. The card's owner

chooses when to activate this effect.

Summoned Skull UR
Lvl. 6 Dark Fiend. A:2500 D:1200

Swamp Battlequard C

Lvl. 5 Earth Warrior/Effect. A:1800 D:1500. Increase the ATK of this monster by 500 points for every face-up "Lava Battleguard" on your side of the field.

Tainted Wisdom
Lvl. 3 Dark Fiend/Effect. A:1250 D:800.
When this card is changed from Attack
Position to Defense Position, shuffle
your own Deck.

The Bistro Butcher
Lvl. 4 Dark Fiend/Effect. A:1800 D:1000.
When this card inflicts damage to your opponent, your opponent must draw 2 cards from his/her Deck.

The Immortal of Thunder Lvl. 4 Light Thunder/Effect. A:1500 D:1300. FLIP: You gain 3000 Life Points. After this card is flipped, you lose 5000 Life Points when it is sent from the field to the Graveyard.

The Little Swordsman of Aile C Lvl. 3 Water Warrior/Effect. A:800 D:1300. Offer 1 monster on your side of the field as a Tribute to increase this monster's ATK by 700 points until the end of the turn.

The Unhappy Maiden
Lvl. 1 Light Spellcaster/Effect. A:0
D:100. When this card is sent to the
Graveyard as a result of battle, the Battle
Phase for that turn ends immediately.

Thousand Dragon SCR
Lvl. 7 Wind Dragon/Fusion. A:2400
D:2000. "Time Wizard"+"Baby Dragon"

Thunder Dragon
Lvl, 5 Light Thunder/Effect. A:1600 D:1500
liscard this card from your hand to the
Graveyard to add up to 2 "Thunder Dragon" cards from your Deck to your hand.
Your Deck is then shuffled. This effect is
activated only during a Main Phase.

Time Wizard UR Lv. 2 Light Spelicaster/Effect. A:500 D-400. Toss a coin and call Heads or Tails. If you call it right, your opponents monsters on the field are destroyed. If you call it wrong, your own monsters on the field are destroyed and you lose Life Points equal to half the total ATK of the destroyed monsters. This card can be used only during your own turn, once per turn.

Tongyo Lvl. 4 Water Fish. A:1350 D:800 Trent Lvl. 5 Earth Plant, A:1500 D:1800

Twin-Headed Thunder Dragon Lul. 7 Light Thunder/Fusion. A:2800 D:2100. "Thunder Dragon"+"Thunder Dragon"

Water Omotics Lvl. 4 Water Aqua. A:1400 D:1200

White Magical Hat
Lvl. 3 Light Spellcaster/Effect. A:1000
D:700. When this card inflicts damage
to your opponent's Life Points, 1 card
must be discarded randomly from your
opponent's hand to the Graveyard.

Winged Dragon, Guardian of the Fortress #1 C Lvl. 4 Wind Dragon. A:1400 D:1200

Witch of the Black Forest R Lvl. 4 Dark Spellcaster/Effect. A:1100 D:1200. When this card is sent from the field to the Graveyard, move 1 monster with a DEF of 1500 or less from your Deck to your hand. Your Deck is then shuffled

Witch's Apprentice
Lvi. 2 Dark Spellcaster/Effect. A:550 D:500.
As long as this card remains face-up on the field, increase the ATK of all DARK morsters by 500 points and decrease the ATK of all LIGHT monsters by 400 points.

Yado Karu
Lvi, 4 Water Aqua/Effect. A:900 D:1700.
When this card is changed from
Defense Position to Attack Position, you
can place any number of cards from
your hand at the bottom of your Deck in
any order you desire.

Magic

Block Attack

Magic. Select 1 of your opponent's monsters and shift it to Defense Position. Change of Heart UR
Magic. Select and control 1 opposing
monster (regardless of position) on the
field until the end of your turn.

Elegant Egotist R
Magic. When you have 1 or more "Harpie
Lady" cards on the field, you can Special
Summon 1 "Harpie Lady" or "Harpie Lady
Sisters" card from your hand or your Deck.

Cerm Infection C
Magic (Equip). The ATK of a non
Machine-Type monster equipped with
this card is decreased by 300 points at
each of its Standby Phases.

Heavy Storm SR Magic. Destroys all Magic and Trap Cards on the field.

Paralyzing Potion C
Magic (Equip). A non Machine-Type monster equipped with this card cannot attack.

Ring of Magnetism
Magic (Equip). A monster equipped
with this card decreases its ATK and
DEF by 500 points. All your opponent's
monsters must attack the monster
equipped with this card.

Share the Pain
Magic. Offer 1 monster on your side of
the field as a Tribute. Your opponent
must select 1 monster on his/her side
of the field and offer it as a Tribute.

Shield & Sword R Magic. For 1 turn, each face-up monster's original ATK becomes their original DEF and vice-versa. Monsters summoned

after this card's activation are excluded.

Soul Release
Magic. Select up to 5 cards from either you or your opponent's Graveyard and remove them from the current Duel.

Stim-Pack C
Magic (Equip). A monster equipped with
this card increases its ATK by 700
points. Its ATK is then decreased by 200
points at each of its Standby Phases.

Sword of Deep-Seated C
Magic (Equip). A Monster Card equipped with this card increases its ATK and DEF by 500 points. When this card is sent to the Graveyard, place it on ton of your Deck

The Cheerful Coffin C Magic. You can discard up to 3 Monster Cards from your hand to the Graveyard.

Tremendous Fire
Magic. Inflicts 1000 points of Direct
Damage to your opponent's Life Points
and 500 points of Direct Damage to
your Life Points.

Tribute to The Doomed SR Magic. Discard 1 card from your hand to the Graveyard to destroy 1 Monster Card on the field (regardless of its position).

Traps

Fake Trap

C

Trap. When your opponent uses a Magic, Trap, or Effect Monster Card to destroy your Trap Card(s), this card can be destroyed as a substitute for your Trap Card(s).

Horn of Heaven UR

Trap (Counter). Offer 1 of your own monsters on the field as a Tribute to negate the summon (including Special Summon) of a monster and destroy it.

Magic Jammer UR
Trap (Counter). Discard 1 card from your
hand to the Graveyard to negate the activation of a Magic Card and destroy it.

Mirror Force UR
Trap. When an opponent's monster
attacks, negate the attack and destroy all
opponent's monsters in Attack Position.

opponent's monsters in Attack Position.

Robbin' Goblin

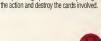
Trap (Continuous). Each time 1 of your

monsters inflicts damage to your opponent's Life Points, 1 card is randomly selected from your opponent's hand and discarded to the Graveyard.

Seven Tools of the Bandit UR Trap (Counter). Pay 1000 of your Life Points to negate the activation of a Trap

Card and destroy it.

Solemn Judgment UR
Trap (Counter). Pay half of your Life Points when your opponent either activates a Magic or Trap Card or summons a monster (including Special Summon) to negate









MLB '02 steps up to the plate

It didn't hit stores until the major league baseball season was a month old, but the 2002 edition of MLB Showdown made definite improvements on an already a nice design:

Higher on-base numbers and lower control

ratings. Pitchers' control ranges from one to five (no sixes this year), while hitters range from eight to 12. And it's easy to build a lineup of all 11s and 12s. This doesn't mean an explosion of offense — the aim was to put more "swing" rolls (the second roll in the at-bat sequence) on the hitters' cards. But the balance remains; those OB 12 hitters tend to have two or three more outs on than they used to. And those Control 1 pitchers have outs up to 18 or 19. Of course, some players break the mold. Barry Bonds has an OB of 14! Plus a ton of walks, and he homers at 17 or better. He's also

the most expensive card in three years of MLB Showdown, at 860 points.

Improved speed ratings. Base runners are still rated A, B, or C, so the cards are compatible with older strategy cards. But each player also gets a number used to calculate the chances of an extra or stolen base. J.D. Drew is fast at A (20); **Jimmy Rollins** is faster with 23. It adds realism without adding complexity — great!



Strategy card restrictions.

A new rule prohibits playing two or more of the same strategy card during a single at-bat. Good news for players tired of rules lawyers dropping four Rally Caps, three Last Chances and a couple of Play the Percentages. There are enough different bonus cards that you can still generate an impressive total, though that's important, because:

Anybody can homer any time. All hitters' and pitchers' result charts now have a

homer result line — even if it's 27+. A big enough strategy-card bonus allows even the lightest-hitting player a chance against the most intimidating pitcher. It's such a long shot in some cases that it's virtually impossible - but not totally impossible.

There are some things to take Wizards of the Coast to task on. First is the lateness of the set. April 29 — a full month into the season — is way too late to release the cards. The game

needs to hit stores about midway through spring training, in mid-March.

The new basic set is 356 cards, instead of the 462 from the first two years. They'll make up for that with two supplements: Trading Deadline at the All-Star break and Pennant Run toward the end of the year, but it will lead to less variety in deck-building.

There are 50 strategy cards in the 2002 base set — but 47 of them are repeats from previous years. That's too many. Trading Deadline won't have any strategy cards, though I hear Pennant Run will. Hopefully, the designers will have come up with some ideas by then.

Wizards of the Coast is supporting MLB Showdown with league play again this year, but instead of printing 33 different Spring Training promo cards and releasing them in pairs to small regions, they're only doing four cards, releasing singles to different quarters of the country. Here in Texas, we were looking forward to an Astro and a Ranger again, but we got the Oakland A's Eric Chavez. Once the league starts, instead of six mini-seasons, each with four promo cards, it's been cut back to three seasons with five promos each.

But none of that diminishes how much fun this game is to collect and play. I've already got my first deck ready to go (groundball pitchers, great infield defense, and Ivan Rodriquez, Jeff Bagwell, and Barry Bonds in the middle of the lineup). Until then - Play ball!



Teams triumph with Triangle offense

Coach Phil Jackson won an astounding eight NBA Championships in the space of a dozen years. Jackson's main innovation is called the Triangle offense. It revolves around having a huge rebounder in the paint and two majorleague scorers on the outside. Then he'd add "floaters," specialists who fit whatever situation Jackson was up against.

Of course, having such talent as Michael Jordan on your team doesn't hurt. When Jackson coached the Chicago Bulls, he put a very strong team around Jordan. On the rebound front, he played either Bill Cartwright or Horace Grant for his first three championships. Later he put in Dennis Rodman and a number of different centers. Then he gave Jordan extra scoring strength with Scottie Pippen, Steve Kerr, and Craig Ehlo.

Now Jackson's doing it again with the L.A. Lakers — and you can do the same thing with NBA Showdown! Jackson's big man is the mighty Shaquille O'Neal, one of the best centers in the business. On the outside, he employs small forward Kobe Bryant, who can easily get you 24 points a game. For my third scorer, I'd go to Jackson's old team, the New York Knicks, and recruit Latrell Sprewell. Sprewell may not be as high a straight scorer as Bryant, but he can also hit a 3-point shot. On point guard, I'd pick perennial all-star Gary Payton. He's fast, can score, and has an even better outside shot. He also backs you up if Sprewell or Bryant go cold.

Finishing off this high-octane package would be the Nets' Keith Van Horn. Van Horn balances this team with more power and another good outside shot. My bench would be rounded out with PG/SG Lindsay Hunter, PG Baron Davis, and center Vlade Divac. Believe it or not, this team comes in at 4,950 points, right under the cap. You can even squeeze in an extra power forward on your bench, if you'd like.

As for strategy cards, obviously throw in some 3-Pointers. Shaq deserves a copy of Aggressive Play, Rimshaker, and Brute Force or three. You can bet opponents will doubleteam Shaq (or any of these players), so keep Find The Open Man around. Since you have some strong outside shooters, keep From Way Downtown and Outside Pick in your deck, as well as Jumper.

Defense isn't the Lakers'

strong suit, so you have to compensate for this. A team with high power can give you real grief. So the first card I'd put in my deck is Good Position, which gives a player +4 Power. Throw in Guard The Paint and Play 'Em Tight - while they give your opponent two foul shots each,

(950 pts)

(570 pts)

(740 pts)

(160 pts)

(66 pts)

(90 pts)

(106 pts)

they give your players +4 Speed and Power.

As I write this, the Lakers are in the playoffs and just might pull off a third championship. That would give Jackson nine rings in 13 years. Now go see if the Triangle works for you!



STARTING PLAYERS SG/SF Kobe Bryant (02) (1160 pts) Shaquille O'Neal (02) (1230 pts) PG Gary Payton (02) SG/SF Latrell Sprewell (02) Keith Van Horn (02) BENCH PLAYERS (1/5 pt. value) PG/SG Baron Davis (02) Linsday Hunter (02) PG/SG Scottie Pippen (02) PF/C Elden Campbell (02) STRATEGY CARDS 3x 3-Pointer (02)

3x Aggressive Play (02)

Brute Force (02)

3x Find The Open Man (02) 3x From Way Downtown (02)

3x Guard The Paint (02)

Good Position (02) 3x 3x Outside Pick (02)

3x Play Em Tight (02) 3x Rimshaker (02)

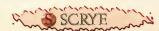
PG - Point Guard SG - Shooting Guard

SF - Small Forward PF - Power Forward

- Center







Take a chance!

WIN WITH HIGH-RISK MOVES



High Fliers. Risk takers. Crowd pleasers. Today's WWF is replete with daredevils and superb athletes and WWF Raw Deal offers a large number of high-flying superstars to choose from. Many specialize in performing high-risk maneuvers (HRMs). Others,

while not high-risk specialists, have powerful wrestler-specific HRMs. Almost every superstar in the game can use HRMs to good

Players who favor aggressive play will find HRMs rewarding. They can cause a lot of damage early in the game. HRMs have a couple of advantages stemming from their characteristically high damage values. They provide lots of fortitude, which paves the way for high-fortitude staples like No Chance. And since they typically have damage greater than seven, they can't be reversed by Elbow to the Face — one of the most prevalent and effective reversals in the game.

A couple things must be considered when incorporating HRMs into your deck. First, they require a set-up maneuver to play. It's not enough to simply get fortitude on the table. The damage from the precedent maneuver must go the distance, allowing you to follow up

with the HRM. To be effective, your strategy should include the ability to play maneuvers that can't be reversed (via **Turn the Tide**, Reversal Fortitude penalties from cards like



Throw into the Corner
Turnbuckle, or maneuvers
that are just difficult to
reverse like Claw and
Dirty Low Blow). Lita to
the Xtreme is an invaluable addition to any
HRM-focused deck.

Since HRMs depend on following another maneuver or set-up action card, high-risk decks favor Superstars with a large hand size. During deck construction, it's also critical to strike a

balance between set-up maneuvers and HRMs. As a rule of thumb, start with five to seven HRMs and go from there.

Many decks work effectively with less; others need more.

HRM game text includes one of two requirements: "Can only be played after X" and "Must be played after X". Actions or abilities can override the "can only" text. These HRMs work with From

the Top Rope, No Jeff Don't Do It, and similar actions. "Must be played" HRMs, such as Suicide Plancha, don't work with these types of actions. The distinction is important to keep in mind when evaluating HRM for your deck.

Here are some wrestler-specific tricks involving high-risk maneuvers:

• Matt Hardy or the Hardy Boys. Put it All On the Line + Matt Hardy's Patented Legdrop. This combo is a surefire way to reshuffle your

entire ringside pile into your arsenal.

• Chris Benoit.
Clutch onto Opponent
followed by three Dirty
Low Blows, then From
The Top Rope into a
Kamikaze Headbutt for
25 unreversable damage. This combo only
requires two cards in
your hand: Clutch and
Top Rope.

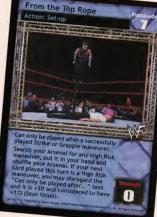
• Two Man Power Trip. Leaping Knee to the Face followed by From The Top Rope into the Austin Elbow Smash for 28 irreversible

damage. This combo is easy on the pocket book, as each essential card is fixed rarity.

• Tazz. Double Underhook Suplex into Flying Body Press. 19F with your first two maneuvers of the game.

• Rob Van Dam.
Ditch a card for his
Superstar ability, play
Chairshot followed by
From The Top Rope into
a 16-point Missile
Dropkick — 23F with
Van Dam's first two
maneuvers.

When building a deck, it's important to playtest the concept. Through playtesting, you'll find the right card balance to execute your next high-risk strategy.





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Winning strategies abound Star Trek metagame still wide open

The Star Trek CCG metagame is at an interesting point. Never before has an expansion set had as little impact on the metagame as The Motion Pictures. At the same time, certain decks developed after Voyager's release and updated little after that remain competitive.

Constructed-deck tournaments retained a relatively constant card pool, but despite this, a wide variety of decks are playable.

What are the top decks in the tournament scene? The first mention must go to Vic Fontaine decks, which make use of the hologram's overpowered downloading ability. Several tricks maximise his potential. Mission Fatigue, Punishment Box, and Sarjenka seeded under Q's Planet will net you four downloads plus five points. Those downloads can be used for a number of purposes, not least being Ferengi Conference, which can be put to good use for fast Ferengi civilians. Any pon-Borg deck can use

civilians. Any non-Borg deck can use Fontaine to download **Distortion of Space/ Time Continuum** when one of its personnel is stopped by a dilemma. Unfortunately, personnel he downloads can't join the current mission attempt.

Another fast deck is based on Drew Lichenstein's Dragon*Con 2001 winning deck. It whittles its draw deck down to 23 cards before the game begins. Then, with a combination of free card plays, downloads, and, in the updated version, a solitary **Barzan Wormhole** report with crew, gets a megacrew of 14 or 15 personnel on turn one, capable of blasting through almost any dilemma combination with the help of scans.

Feedback Surge is, as always, a threat to Q-Bypass or Senior Staff Meeting/Pla-net decks, but the metagame may be lax enough at the moment for players to leave it in their binders. When that happens, someone will always try their luck and maybe even win a tournament or two by bringing out these old decks — but it's unlikely to succeed longer than that.

Espionage is alive and well, with the prevalence of high-point missions which can't be protected by Fair Play. One fast Romulan deck uses

espionage as a sideline, since **Plans** of the Tal Shiar means that the Romulans needn't be slowed down by the inclusion of espionage cards necessary for the strategy.

Since many players include a badlands mission in their decks to move from the alpha to the delta quadrant via Caretaker's Array, and more are using Wormhole Negotiations solely to get fast personnel, the missions are around to

sonnel, the missions are around to steal. The Hirogen's **Rituals of the Hunt** is another powerful missionstealing tool — since your opponent will no doubt have chosen personnel specifically for solving his missions, Rituals makes find-



by Fritz Meissner



ing the appropriate skills for mission-stealing much easier. The Hirogen aren't the best affiliation for mission-stealing, but Hajur, who can be downloaded by Penk, who in turn can be downloaded with Defend Homeworld, is a dual-affiliation Hirogen/Non Aligned personnel with anthropology, providing other affiliations with a way to use Rituals of the Hunt.

Point-denial appears to be making a comeback. Since the release of

Voyager, Containment Field meant the decline of the previously popular Destroy Radioactive Garbage Scow strategy. Containment Field is unpopular at the moment, because none

of the deck types it targets have been popular. The latest point-denial decks use Barash plus Hologram Ruse or Ferengi Infestation as the first encountered dilemma under each mission, to force opponents to bring in a large number of personnel, causing a large point loss to The Higher ... The Fewer, which is usually the next dilemma. 62nd Rule of Acquisition costs your opponent a further 10 points per mission, and to top it all off,

Destroy Radioactive Garbage Scow loses them even more

points, as well as possibly killing some personnel at the same time. The deck can be made fast enough to be competitive, what with the hundreds of ways of downloading or reporting personnel for free available to players

at the moment. It doesn't need to be too fast, since your opponent will probably have to solve *all* his mission in order to win.

The strategy of slowing down super-fast decks isn't restricted to point-denial. Fortress decks take advantage of fast decks' streamlined personnel selection by requiring multiples of the same skill to pass dilemmas, while eliminating personnel with that skill at every opportunity. Your Galaxy is Impure is a key to this deck type, as it provides

almost unbeatable targeted removal. By placing **Common Thief** in front of it, it's also possible to protect Your Galaxy from **Borg Nanoprobes**, and if your opponent isn't using equipment, provides one more opportunity to remove an important personnel. **Disruptor Overload** also helps against Nanoprobes. **Cyrus Redblock** can add to the mayhem if science is the skill you plan to remove, because **Scientific Method** is a "murder" dilemma.

Q the Referee has hurt delay decks, because it makes anti-cheese defense easy, with **Operate Wormhole Relays** against Field Trip decks, **Intruder Alert!** and **Intruder Force Field** against **Rogue Borg Mercenaries**, and Containment Field against Destroy Radioactive Garbage Scow, among others. All it takes is one Q to bring the appropriate referee-icon card into play.

New thinking challenges the idea that cheese is dead, however — what if one deck abuses *all* these cards? Most decks seed two copies of Q the Referee. One is used to cycle referee cards to the bottom of the deck or to the discard pile, the other to download referee cards in an emergency. Such decks would have

no defense against decks that use four or five abusive strategies.

Ore Processing makes this easy: first turn, use **Defend Homeworld** to download **Overseer Odo** to a Nor, use his special download to download **Process Ore** to your **Ore Processing Unit**, and you're away. Simply "process" cards which your opponent has made useless with a refereeicon card and draw more cards to replenish the supply.

All these ideas are unusable for Borg players, but they needn't worry — their traditional problems have been all

but eliminated. Harness Particle 010 has made it easy for Borg players to pull off a two-mission win. When you consider that HP010 can even be used to target a universal Nebula or Space mission at which Omega Particle has been played, Borg players now need face only one mission's worth of dilemmas — an incredible advantage. One HP010 and an Assimilate Homeworld will bring you up to 100 points with a minimum of effort, and probe rigging has never been easier. It's doubtful that many players will pick the Borg up, because these decks take effort to build and play properly, so they may come as a surprise to many players.

A word of caution: it's no use theorizing about any of these decks without actually testing them. Chances are, if you're playing a deck for the first time, you'll forget something or make some crucial mistake at the wrong moment. The best thing to do is to play as much as possible — you'll only get better if you do.





Take aim at foes with Imperial Guard deck



This Warhammer 40,000 deck does what the Imperial Guard does best: shoot. Shoot and shoot until their lasguns melt! The deck's foundation is three common cards, and it uses only four rare cards total, so the deck is within reach of almost any player without breaking the bank, yet it competes with some of

the best decks out there.

The primary units in this deck are the infantry, but what really makes it work are three firepower-modifying cards: Fire Support Squad, Sentinel Squadron, and Pillbox. Each of these cards gives firepower bonuses to your infantry units (some require tests, some don't). This is important, because the majority of the cards in the deck only have Firepower 1 or 2 to begin with. Without the bonuses it would be difficult for the basic infantry cards to destroy vehicles or heavily armored units like Space Marines. During deployment, it's important to remember to place the support units together with basic infantry (like the Mordian Iron Guard or

Some other cards in the deck deserve special mention, as well. Dead Zone is a critical element of the deck, and will be one of your

Hardened Veterans), as neither type of unit is



by Chris Wagner

GUNS OF THE GUARD

4x Chimera (CC)

4x Command Squad (CC)

4x Earthshaker Platform (CC)

4x Fire Support Squad (CC)

4x Hardened Veterans (CC)

4x Mordian Iron Guard (CC)

4x Mortar Squad (CC)

4x Penal Legion (CC) 4x Sentinel Squadron (CC)

4x Steel Legion Platoon (CC)

4x Tarantula Battery (CC) 4x Veteran Cityfighters (CC)

4x Veteran Platoon (CC) **FORTIFICATIONS**

4x Dead Zone (CC)

4x Pillbox (CC)



greatest defenses

against decks that rely on a heavy assault element. If your opponent can't destroy Dead Zone, they will be unable to assault your units, which renders some decks completely inert! Since Dead Zone features the new invulnerable ability (if you pass the invulnerable test, the unit resists destruction!) it can be difficult to remove from play

The Chimera may appear out of place in a "shooty" deck, with its troop capacity being

completely useless, but it can swing a battle at a critical moment with its secondary infiltration ability. It also serves as an excellent blocker when you need to protect a critical unit, as it has high speed and good armor. Finally, the Earthshaker Platform highlights another new ability featured in the Coronis Campaign expansion: artillery. This unit can lock to take two shots, locking or destroying elements of your opponent's force which might otherwise be untouchable.

Of course, units aren't the only component of a good Warhammer 40K deck. This deck is designed to roll high and has only eight cards with die values of three or less. This ensures that you will pass

most of your tests, artillery rolls, and many invulnerable saves, making this deck both reliable and dangerous. With all this power, it's easy to see why the guns of the Guard never rest!

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Player's Committee Update

The *Star Wars* CCG Player's Committee is in full swing. Here's what's been going on:

Championships: By the time you read this most, if not all, the Regionals will be complete. If you didn't place high enough, there are still five major Opens. They're scheduled for: Origins, July 1-4 in Columbus, Ohio; Comic-Con International: San Diego, Aug. 1-4 in San Diego, California; Gen Con, Aug. 8-11 in Milwaukee, Wis.; Dragon*Con, Aug. 30-Sept. 2 in Atlanta, Ga.; and the Essen Game Fair, Oct 16-18 in Germany. There are also several "mini-Opens" around the country. Visit TheForce.Net's CCG Section for a complete list of Championship tournaments.

Decipher Donation: Recently Decipher announced that it would donate more than \$1 million in product, promotional materials, and financial backing. This generous donation includes basic product displays, Decipherautographed cards, dozens of complete sets of promotional foils, and more than a hundred previously unseen variations of uncut sheets. Also included will be items from the Young Jedi and Jedi Knights card games. This is all in addition to the \$10,000 prize money the company is putting up for the Star Wars CCG World



by Josh Radke (Player Advocate, Red 84)

Championships.

Virtual Cards: The next batch of Star Wars v-cards should be out by the time this article sees print, as well as the first set of Young Jedi cards. Both design groups will be monitoring their impact on their respective gaming communities to see how these cards will impact the tournament scene.

Young Jedi: To coincide with the recent release of virtual cards and updated rules, the *Young Jedi* department will also release a comprehensive glossary of rulings and terms.



Expect this to be released in time for DecipherCon later this year.

PC Logo: The advocates have decided on a logo that will represent the Player's Committee. The logo will be available in several forms for use on everything from websites to T-shirts. The logo was designed by PC Advocate and veteran *Scrye* contributor Jason Robinette.

Scenario Tournaments: Tournament Directors, are you looking for a way to keep your tournaments fresh or to keep your player base? You'll now notice, when you post your tournaments on Decipher's page, that the "Episode I" option has been replaced with "Scenario". This means that you can run any scenario from Battle of Hoth to Classic-only and have it be sanctioned. Though "Scenario" rankings still don't exist, you will receive prize support as normal if your scenario tournament gets sanctioned. This is a powerful new option as it essentially allows you, the TD, to call the shots and give your players the kinds of tournaments they want to play in!

For up-to-the minute updates on Decipher's *Star Wars* card games, check out the Gameplayers Network and TheForce.Net.

FIRESTORM

Seven cards your Firestorm deck needs

There are several ways to win in *Firestorm*. However, whether you choose the military approach or race for tech, there are seven cards that can't help but benefit your deck.

Saboteur. Let's see — she has the Spy trait,

which means she can be deployed on any planet, not just your homeworld. She can move from planet to planet without a ship. She can challenge opposing heroes to duels. She lets you discard two cards at random from your hand to destroy a support card at the Spy's location. Oh, and she can turn to inflict damage to any ship at her location. That's five useful abilities for three

resources. How many other characters — in any game — give you a deal like that?

Only Fools Roll The Bones. Fate cards often have global effects, or effects that last to the end of the game. This card lets you cancel and remove a fate card as it is played.

Quick Reflexes. I love multi-purpose cards—they give you more options and use less space. I particularly love multi-purpose cards

Skills for survival!

by James R. Collier

Infra-Red Goggles

Answers - Tool-Billeric Rear Program

Answers - Tool-Billeric Rear Program

Limited Any: Turn Saboteur to Inflict 1
piercing damage on target ship at
Saboteur's location.

Saboteur's Play as a
hero would suffer hero combat
damage to prevent that
damage to

with two good purposes, like this one. You either play to prevent damage to a hero in hero combat or you play it when a ship would suffer combat damage to prevent one point of damage. Lovely.

Cut the Red Tape and Hidden Resources. Playing cards in *Firestorm* requires both resources and commands. Both are limited in the early game — five resources and three commands per turn are average. So any card

that gives you an extra command or resource can change the tempo of the game and give you a significant card advantage. Hidden Resources gives you one resource at any time. Unlike various fate cards that give you an added resource point, you can use all three

copies of this card, and it works even if your opponent's card is played first. Cut the Red Tape says "Gain one command." You have to wait until you have used a command or two to play it, since it won't raise your current number of commands above your maximum, but it's a great secret weapon.

Corporate
Enforcer. Turn the
Enforcer to look at

the top card of your opponent's deck. If it's a good card, you can make him discard it. If not, you let him put it in his hand and you gain one resource. Simple.

Infra-Red Goggles. This card lets you look at your opponent's hand once per turn. If you can't figure out why a card that lets you look at your opponent's hand would be useful, perhaps you should try miniatures ...



WILLOW DECK BEATS BRAWN WITH Brains, Beauty





One of the nice things about the Buffy the Vampire Slayer CCG is the variety of ways you can skin the proverbial cat. This Willow-based deck does it all on smarts and charm, plus a little weirdness. With 68 cards, the deck's big, but if you don't have any of the promo cards, it's a closer-to-ideal 63.

The challenges were chosen with Willow



and her smarts in mind. Doug Perren, Jenny Calendar, Dr. Gregory, and Rupert Giles add all the extra brain-power you'll ever need. For charm, there's Oz (when he's with Willow) and the Xander-Cordelia-Harmony trio. Put that Bracelet promo on Cordy's wrist — as a gift from Xander — and those three generate a whopping 10 charm! Defensive cards like Varsity Training and Mummy's Seal keep your companions in play.

If your opponent is gearing up some major vampire action to take you down (he better, given how quickly you can rack up destiny points), the Cross promo ends any vampire attack before it gets started. Hair Flip, Book Learning, and Creep Factor change any fight from a contest of butt-kicking to one of charm, smarts, or weirdness, respectively.

If you need to muscle up, that's what you've got Buffy and Kendra for. And Oz is good for one nighttime foray at Level 2 before he reverts to his humble slacker-in-aband Level 1 self.

It's not all snarly teeth and pointy stakes in Buffy — brains and beauty have their place, too!









EGGHEADS RULE! Willow Essence Card **CHARACTERS**

1x Willow Rosenberg Level 1) (PP)

1x Willow Rosenberg (Level 2) (PP)

1x Willow Rosenberg (Level 3) (PP)

Amy Madison (PP)

1x Buffy Summers (Level 1) (PP)

1x Buffy Summers (Level

2) (PP) 1x Cordelia (PP)

1x Doug Perren (AC)

1x Dr. Gregory (PP)

1x Harmony (PP)

1x Jenny Calendar (PP)

1x Kendra (Level 1) (AC)

1x Lily (Class of '99

Preview 3) (PP)

1x Oz (Level 1) (AC) 1x Oz (Level 2) (AC)

1x Rupert Giles (Level 1)

1x Rupert Giles (Level 2) (PP)

1x Xander (PP) **ITEMS**

1x Bat Sonar (PP)

1x Bracelet (Pr)

3x Cross (Pr)

2x Empty Puppet Case (PP) 1x Lucky 19 Baseball

Jersey (PP)

1x Manacles (AC Prev)

1x May Queen Dress (PP)

1x Mummy's Seal (AC) 1x Tome of Moloch (PP)

SKILLS

1x Expert on Weird (PP)

1x Off-the-Charts Smart (PP)

1x Power of the Black Mass (PP)

2x Ritual of Restoration (AC)

2x Scully Me (PP)

3x Varsity Training (PP) 1x Watcher Training (PP)

1x Wisdom (AC)

ACTIONS

1x Angry Mob (AC) 1x Bad Alcohol (PP)

3x Book Learning (PP)

3x Creep Factor (PP)

1x Demon Theory (PP) 1x Dusted (Pr)

Gathering of Scoobies

3x Hair Flip (PP)

1x Inside Joke (PP)

1x Join the Pep Squad

2x Offer of Ugly Death

1x Shaky on the Dismount (PP)

1x Sunset (PP)

2x Thrown to the Hyenas

2x Total Lecture Overload (AC)

EVENTS

1x Sign of the Apocalypse (AC)

1x Something Weird (AC) **LOCATIONS**

1x Army Base (AC)

1x Hospital (PP)

1x Public Restroom (PP)

1x Streets of Sunnydale

1x Sunnydale High School Auditorium (PP)

1x Sunnydale High School Library (PP)

1x Sunnydale High School Lobby (AC Prev)

1x Sunnydale School Hallways (PP)

CHALLENGES

1x Hyenas in the Principal's Office (PP)

Never Kill a Boy on the First Date (PP)

1x Nightmares of Mine (PP) 1x Oh, May Queen (PP)

1x The Talent Show Must Go On (PP)

1x When Good Mothers Go Bad (PP) 1x You Can Trust the

Technopagan (PP)

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HER	0	Hoogo	X			In	fi	ini	t
Annihilus	(R) #0	64, RA		8 IN.,		ON, PO	NTS: 8	3	
Speed (cf Attack	f)8ru 10	8ru 10	7	7 8	5 7	4	5	4	
Defense Damage	15in 2	14in 2	13to 2	12to	11	11	10	10 1	
AnnihiLus									03
Speed (cf Attack)8ru 11	8ru 10	7	7	6 7	5	5	4	
Defense	15in	14in	13to	12to	12to	11	11	10	
Damage	3	2	2	2	Muuo	1 In or D	1	1	20
Annihilus Speed (cf		8ru	8ru	7	7	6	5	4	4
Attack Defense	11 16in	10 15in	9 14in	8 13to	7 12to	6 12to	5 11	4 10	4 10
Damage	3	3	2	2	2	2	1	1	1
BLACK PAR Speed	NTHER (R) #08 7st	5, Aven 6st	GERS, I	POINTS: 1	27			
Attack	8	7	6	6	6				
Defense Damage	15 1ow	14	13 1	12 1	11				
BLACK PAI									
Speed Attack	9st 9bl	8st 8bl	7st 7bl	6st 6	6st 6	5 5			
Defense Damage	16 2nw	15 2	14	13 1	12 1	11			
BLACK PAI							, Poi	rrs: 46	
Speed Attack	9lc 9bl	9lc 9bl	8lc 8bl	8lc 7	7lc 7	6lc 6			
Defense	16	15	14	13	12	11			
Damage BLADE (R)		20W	2 770u D	2	1	1			
Speed	6st	6st	5	4	4				
Attack Defense	8bl 15to	7bl 14	6bl 13	5 12	5 11				
Damage	2bf	2bf	1bf	1bf	1bf				
BLADE (E) Speed	#026, 7st	NO FAC	TION, P	OINTS: 2	28				
Attack	8bl	8bl	7bl	6bl	5				
Defense Damage	15to 2bf	14 2bf	13 1bf	12 1bf	11 1bf				
BLADE (V)	#027		TION, P						
Speed Attack	7st 9bl	6st 8bl	5st 7bl	5 6bl	5 5	4 5			
Defense Damage	15to 2bf	14to 2bf	13 1bf	12 1bf	11 1bf	11 1bf			
BLIZZARO			NGE (1)	8 m., 1			NTS: 35	5	
Speed Attack	8ru 9pw	6ru 7	5	4	4				
Defense	15br	14br	13br	12	11				
BLIZZARD	1 (F) #0	1 RQ RAN	1 ace (1)	1 Rox 5	1 SIMISTER	Synnic	ATE P	nure: Af	ŝ
Speed	8ru	6ru	5	4	4	4	nie, r	JINIO, TO	
Attack Defense	10pw 16br	8pw 15br	6 13br	5 12	5 11	4 11			
Damage	1	1	1	1	1	1			
BLIZZARD Speed	8ru	6ru	1GE (1)	5	WASTERS 4	OF EVE	L, POIN	ITS: 53	
Attack Defense	11pw 16br	9pw 15br	7pw 14br	6 13br	6 12eh	5 11eh			
Damage	1	1	1	1	1	1			
BOOMERAI Speed	NG (R)	#040 , 1	RANGE (2) 8 IN	., NO FA	CTION, I	POINTS:	24	
Attack	7ic	6ic	5	4					
Defense Damage	15 1	14	13	12					
BOOMERA	NG (E)	#041, I	RANGE (ER SYN	DICATE,	POINTS:	34
Speed Attack	6 8ep	6 7ep	5 5ic	4 4ic	4				
Defense Damage	15 1ra	14	13	12	11				
BOOMERA						ERS OF	EVIL. P	OINTS: 4	4
Speed	6 9ep	6 8ep	5 7ic	4 5ic	4 4ic		,		
Attack Defense	15eh	14	13	12	11				
Damage Bullseye		1ra	1	1	1	ou Do			
Speed	6	6	5	4	4	ion, Fu	M10. Z	U	
Attack Defense	9 15	8 14	7 13	6 12	5 11				
Damage	1ra	1ra	1ra	1	1				
BULLSEYE Speed	(E) #1	01, RA	NGE (2) 5	10 m.,	NO FAC	TION, P	DINTS:	31	
Attack	10	9	8	7	6				
Defense Damage	15eh 1ra	15 1ra	14 1ra	13 1ra	11				
BULLSEYE			MGE (2)	10 IN.			HCATE,	POINTS:	43
Speed Attack	6 11	6 10	5	5	7	6			
Defense Damage	16eh 1ra	15eh 1ra	14 1ra	13 1ra	12	11			
CAPTAIN A	MERICA	(R) #0	67, RA	NGE (1)	6 IN.,	AVENGE		NTS: 41	
Speed Attack	8	6 7	5	5	4 5	4	4		
Defense	16eh	15eh	14	13	12	11	11		
Captain #	2le	2le (E) #0	1le 68. Ra	1le NGE (1)	1le	1ow Avenger	10W	NTS: A7	
Speed	8st	7st	6st	6st	5st	5	4	10. 41	
Attack	9	8	7	6	6	5	5		

```
Attack 10 9 8 7 6 5 5
Defense 17eh 16eh 15eh 14eh 13 12 12to
Damage 2le 2le 2le 2le 1le 1ow 1ow
 CAPTAIN AMERICA (U) #148, NO FACTION, POINTS: 35

        Speed
        8
        6
        5
        5
        4
        4
        4

        Attack
        8
        7
        6
        6
        5
        4
        4

        Defense
        16eh
        15eh
        14
        13
        12
        11
        11

        Damage
        2le
        2le
        1le
        1su
        1su
        1su
        1ow
        1ow

  CONSTRICTOR (R) #037, RANGE (1) 4 IN., NO FACTION, POINTS: 38
 Speed 6 6
Attack 8ic 6ic
Defense 15 14
Damage 2 2
                                                                       5
5ic
                                                                                      4
4ic
                                                                                                         4
4ic
11
                                                                  13
                                                                                      12
  CONSTRICTOR (E) #038, RANGE (1) 4 IM., MASTERS OF EVIL, POINTS: 46
 Speed 6
Attack 9ic
Defense 15
Damage 2
                                                  6
7ic
14
2
                                                                       5
6ic
                                                                                      6ic
                                                                                                               6ic
                                                                         13
                                                                                              12
                                                                                                                 11
  CONSTRICTOR (V) #039, RANGE (1) 4 IN., SINISTER SYNDICATE, POINTS: 56
                                                                                     5
7ic
12
                                                                                                               4
6ic
   Speed 6 6
Attack 10ic 9ic
                                                                       8ic
  Defense 15
Damage 2
                                                   14
                                                                       13

        CONTROLLER (R) #115, NO FACTION, POINTS: 31

        Speed
        5mc
        6mc
        6
        5
        4

        Attack
        8
        9
        10sr
        9sr
        8sr

        Defense
        16
        16
        15to
        14to
        13

  Damage 1
 | Daniage | 1 | Controller (E) #116, No FACTION, POINTS: 50 | Speed 5mc 6mc 6mc 6 6 5 4 Atlack 9 10 11 12sr 11sr 10sr 9 Defense 17 16 15to 14to 13 12re 11 Daniage 1 2 3 3 2 1 1
   CONTROLLER (V) #117, MASTERS OF EVIL, POINTS: 69

        Speed
        5mc
        6mc
        6mc
        6
        5
        4

        Attack
        9
        10
        12
        12sr
        11sr
        10sr
        9

        Defense
        17
        16
        15to
        14to
        13to
        12re
        11

        Damage
        1
        2
        2
        3
        3
        2
        1

   CYCLOPS (R) #082, RANGE (2) 10 IN., X-MEN, POINTS: 55

        Speed
        6ru
        6
        5
        4
        4

        Attack
        9
        8
        6
        5
        5

        Defense
        15
        14
        13
        12
        11

        Damage
        2ra
        1ra
        1ra
        1ra
        1ra
        1ra

   CYCLOPS (E) #083, RANGE (2) 10 IN., X-MEN, POINTS: 68
                                                                         6
8
14
  Defense 15eh 15 14 12 11
Damage 2ra 1ra 1ra 1ra 1ra
   CYCLOPS (V) #084, RANGE (3) 10 IN., X-MEN, POINTS: 78
 Speed 6ru 6ru 6 6 5
Attack 11 10 9 8 7
Defense 15eh 15eh 14 12 11
Damage 2ra 2ra 1ra 1ra 1ra
                                                                                                                                      11
1ra
   CYCLOPS (U) #147, RANGE (2) 10 IN., X-MEN, POINTS: 39
                                                    6
                                 6
                                                                          5
   Attack
  Defense 15 14 13 12 11
Damage 1ra 1ra 1ra 1ra 1ra
  Defense 15ss 14ss 14ss 13ss 13ss 11ss
   Damage
                               2
                                                    2
   DAREDEVIL (E) #098, RANGE (1) 4 IN., NO FACTION, POINTS: 42
                         8 6 6
9ic 8ic 6
   Defense 16ss 16ss 14ss 13ss 12ss 11ss
   Damage 2
                                                  2
   DAREDEVIL (V) #099, RANGE (1) 4 IN., SPIDER-MAN, POINTS: 50

        Speed
        8
        7
        6
        6
        5
        5

        Attack
        9ic
        8ic
        7ic
        6
        5
        4

        Defense
        17ss
        17ss
        16ss
        15ss
        13ss
        12ss

        Damage
        2
        2
        2
        1
        1
        1

   DR. STRANGE (R) #124, RANGE (1) 10 IN., NO FACTION, POINTS: 64

        Dr. Strance (V) #126, Range (1) 10 m., no faction, Points: 87

        Speed (cf)6ph
        6ph
        6
        5ph
        5ph
        5ph
        4

        Attack
        11ic
        10ic
        9tk
        8tk
        8pw
        8ic
        7ic
        6ic

   Defense 17eh 16eh 15br 13br 13br 13
Damage 2ra 2en 2en 2su 2su 1pc
  ELEKTRA (R) #031, RANGE (1) 4 IN., NO FACTION, POINTS: 18
Speed 7st 6st 5st 4st 4
Attack 7bl 6 5 4 4
Defense 15 14 13 12 11
                                                 6
14
2
  Defense 15
Damage 2
  | Charles | Four | Color | Col
  ELEKTRA (V) #033, RANGE (2) 4 m., NO FACTION, POR
Speed 8st 7st 7st 6st 5st 5
```

7st 7bl

6bl

9bl 8bl 5st 5

SCRYE

FIGURE KEY

- R/E/V/U: Denotes a figure's power, whether Rookie,
- Experienced, Veteran, or Unique.
- · Points: The number of points the figure costs to have in vour hero team.
- Speed is the distance in inches a figure may move during a move action; (cf) denotes a figure with Constant Flight.
- Attack is the number the figure adds to the roll of two six-
- sided dice during an attack roll.

 Defense is the number that an attack roll must equal or exceed in order to damage the figure.
- · Damage is the amount of damage that the figure does

shown, the figure has been knocked out.

when it hits with an attack.

Each column in a figure's description is one click of damage on the combat dial. The first column is where the figure starts at the beginning of a battle; when the combat dial has clicked damage to the point where only "KO" is

Special Abilities

	SPEED		DEFENSE
ch	Charge	br	Barrier
fu	Flurry	df	Defend
lc	Leap/Climb	eh	Energy Shield/Deflection
mc	Mind Control	in	Invulnerability
ph	Phasing	re	Regeneration
ru	Running Shot	SS	Super Sense
st	Stealth	to	Toughness
	ATTACK		DAMAGE
bl	Blades/Claws/Fangs	bf	Battle Fury
ep	Explosion	en	Enhancement
ic	Incapacitate	le	Leadership
pw	Pulse Wave	OW	Outwit
sy	Steal Energy	pc	Probability Control
sr	Super Strength	ra	Ranged Combat Expert
tk	Telekinesis	SU	Support

Defense 16 14 13 Damage 2
 Speed
 8st
 7st
 7st

 Attack
 11bl
 10bl
 9bl

 Defense
 16
 15
 14

 Damage
 2
 2
 2
 HENCHMAN (R) #016, RANGE (1) 4 IN., NO FACTION, POINTS: 11 Speed Attack Defense 13 Damage 2 12
 Henchman (E) #017, Range (1) 4 bh., no faction, Points: 12

 Speed
 6
 5
 5
 4
 4

 Attack
 7
 6
 5
 4
 4
 Defense 13 Damage 2 12 12 12
 HENCHMAN (V) #018, RANGE (1) 4 In., NO FACTION, POINTS: 13

 Speed
 6
 5
 5
 4

 Attack
 7
 7
 6
 5
 4
 Defense 13 Damage 2 13 HERCULES (R) #118, NO FACTION, POINTS: 54 HERCULES (E) #119, NO FACTION, POINTS: 67
 Speed
 8
 8
 7
 7
 6

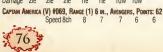
 Attack
 11sr
 10sr
 10sr
 10sr
 9sr

 Defense
 15to
 15to
 14to
 14to
 13to

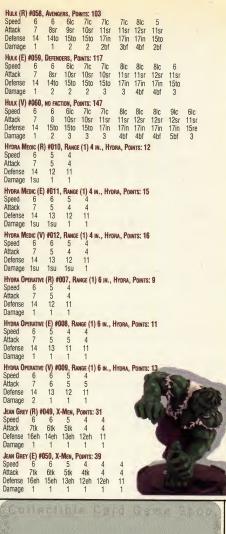
 Damage
 4
 3
 3
 3
 3
 13to 12to 11 2 HERCULES (V) #120, AVENGERS, POINTS: 83

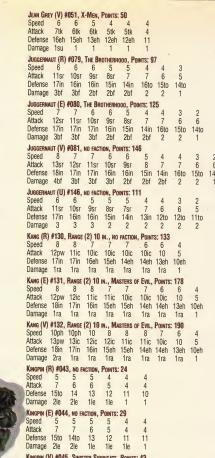
Speed Attack 6 9sr 8 8 7 7 11sr 10sr 10sr 10sr 9sr Defense 15to 15to 14to 14to 13to Damage 4 4 3 3 3 13to 3 12to 3 Horsouriu (R) #052, Raige (1) 6 im., No Faction, Points: 34
Speed (cf) 8 7 6 5 5 4
Attack 7ic 6ic 5 4 4 6
Defense 15 14 13 12 11 11
Camage 2 2 1 1 1 1 1ra Damage

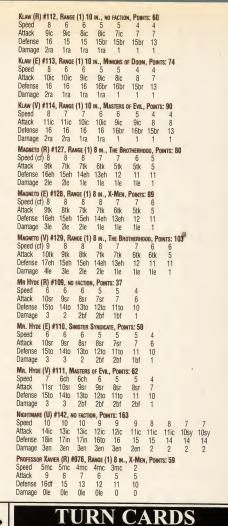
Parisgo L. (1) #054, Ranse (1) 6 in., Sinister Symbicate, Points: 62 Speed (cf) 8 8 7 7 6 5 4 Attack 9ic 8ic 7ic 7ic 6ic 5 7 Defense 16 14 13 12 12 11 11 Darriage 2 2 2 1 1 1 1ra



Defense 16eh 15eh 14eh 14eh 13 12 12to
Damage 2le 2le 2le 1le 1le 1ow 1ow









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PROFESSO										
Speed	R XAVIE 5mc	R (E) # 5mc	077, R. 4mc	ANGE (1 4mc) 8 IN., 3mc	X-Men,	POINT	s: 67		
Attack	10	9	8	7	6	6				
Defense Damage		15 0le	15 0le	14 0le	12 0le	11 0le				
PROFESSO	R XAVIE	r (V) #		ange (1				итs: 83		
Speed Attack	5mc 11	5mc 10	5mc 9	4mc 8	4mc 7ic	3 6ic	6			
Defense	16df	16df	15	15	14	11	10			
Damage		0le	Ole	Ole	Ole	Ole V Men	Ole	02		
Professo Speed	6mc	# (u) # 6mc	6mc	ANGE (1	5mc	5mc	, POIN	rs: 92		
Attack	11	10	9	8	7	6	6			
Defense Damage		16df 1le	15df 1le	14 1le	13 1le	11 1le	10 1le			
PUPPET N										
Speed Attack	6mc	5mc 5	4mc 4	4mc						
Defense	14	14	13	12						
Damage		0	0	0						
Puppet II Speed	faster 6mc	(E) #06 5mc	2, NO F	ACTION, 4mc	Points 4mc	: 35				
Attack	7	6	5	4	0					
Defense Damage	15 1	14)	13	12 0	11 0					
PUPPET I						POINTS:	42			
Speed	6mc	6mc	5mc	4mc	4mc		-			
Attack Defense	7 15	6 14	5 13	4 12	4 11					
Damage	1	0	0	0	0					
PYRO (R						POINTS:	27			
Speed Attack	8 7ep	6 6ep	5 5ep	4 4ep	4					
Defense	16br	15br	13	12	11					
Damage		1ra	1ra	1	1 Page 1		Danima	. 25		
Pyro (E) Speed	# U9 Z,	HANGE 6	5	1., THE	BROTHE 4	RH000, I	POINTS	: 35		
Attack	8ep	7ep	6ер	5ер	4					
Defense Damage		16br 1ra	14 1ra	12	11					
PYRO (V)				., THE		RH000,	POINTS	: 42		
Speed	8	7	6	5	4	4				
Attack Defense	9ep 17br	8ep 16br	7ep 14	6ep	5ep 11	4 10				
Damage		1ra	1ra	1	1	1				
QUASAR						RS, POIN		2		
Speed (11tk	10 10tk	10 9tk	10 8tk	10 7	9 6ic	8 5ic	8		
Defense	18br	18br	17br	17df	16df	16df	15df	15df		
Damage		1ra	1ra	1ra	1ra	1ra	1ra	1ra		
Quicksit	7ER (H)	#100, 11	10	OTHERHO 9	900, PO	INTS: 18				
Attack	8	7	6	4	4					
Defense Damage		15eh	14eh	13eh 1	12				dill	
Quicksit								. 6		
	/EH (E)		avenge	is, Puil			- 38			L. Carrier
Speed	13fu	12fu	11	10	9	1				9
Speed Attack	13fu 8	12fu 7	11	10 5	9	4	-			
Speed	13fu 8 16eh	12fu	11	10	9	4				
Speed Attack Defense Damage	13fu 8 16eh 2 /ER (V)	12fu 7 15eh 1 #108,	11 6 14eh 1 NO FACT	10 5 13eh 1 10N, Po	9 4 12 1 1 INTS: 28					
Speed Attack Defense Damage Quicksit Speed	13fu 8 16eh 2	12fu 7 15eh 1 #108 , 13fu	11 6 14eh 1 NO FACT 12fu	10 5 13eh 1	9 4 12 1	10		5		
Speed Attack Defense Damage Quicksill Speed Attack Defense	13fu 8 16eh 2 /ER (V) 14fu 9 16eh	12fu 7 15eh 1 #108, 13fu 8 15eh	11 6 14eh 1 NO FACT 12fu 8 14eh	10 5 13eh 1 10N, Po 11 7 13eh	9 4 12 1 1 INTS: 28 10 6 12eh	10 5 12eh				
Speed Attack Defense Damage Quicksil Speed Attack Defense Damage	13fu 8 16eh 2 VER (V) 14fu 9 16eh 2	12fu 7 15eh 1 #108, 13fu 8 15eh 2	11 6 14eh 1 100 FACT 12fu 8 14eh 1	10 5 13eh 1 10N, Po 11 7 13eh	9 4 12 1 10 6 12eh	10 5 12eh 1				
Speed Attack Defense Damage Quicksill Speed Attack Defense	13fu 8 16eh 2 /ER (V) 14fu 9 16eh 2 R) #121	12fu 7 15eh 1 #108 , 13fu 8 15eh 2	11 6 14eh 1 NO FACT 12fu 8 14eh 1	10 5 13eh 1 10N, Po 11 7 13eh	9 4 12 1 10 6 12eh	10 5 12eh 1	5			
Speed Attack Defense Darnage Quicksil: Speed Attack Defense Darnage Rogue (I Speed Attack	13fu 8 16eh 2 VER (V) 14fu 9 16eh 2 R) #121	12fu 7 15eh 1 #108, 13fu 8 15eh 2 1, The I	11 6 14eh 1 NO FACT 12fu 8 14eh 1 3ROTHER 7 7sy	10 5 13eh 1 10N, Po 11 7 13eh 1 14000, I	9 4 12 1 1 10 6 12eh 1 POINTS: 6 5sy	10 5 12eh 1 38 6 5sy	4			
Speed Attack Defense Damage Quicksil' Speed Attack Defense Damage Rogue (I Speed Attack Defense Defense Defense	13fu 8 16eh 2 /ER (V) 14fu 9 16eh 2 R) #121 8 9	12fu 7 15eh 1 #108 , 13fu 8 15eh 2 I, The E 8 8sy 14to	11 6 14eh 1 NO FACT 12fu 8 14eh 1 3ROTHEF 7 7sy 13to	10 5 13eh 1 10N, Po 11 7 13eh 1 14000, I	9 4 12 1 10 6 12eh 1 POINTS: 6 5sy 12	10 5 12eh 1 38 6 5sy 11	4 11			
Speed Attack Defense Damage Quicksil: Speed Attack Defense Damage Rogue (I Speed Attack Defense Damage	13fu 8 16eh 2 /ER (V) 14fu 9 16eh 2 R) #121 8 9 15to 2	12fu 7 15eh 1 #108, 13fu 8 15eh 2 1, THE E 8 8sy 14to 2	11 6 14eh 1 NO FACT 12fu 8 14eh 1 3ROTHEF 7 7sy 13to 2	10 5 13eh 1 10N, Po 11 7 13eh 1 HOOO, I 7 6sy 12 2	9 4 12 1 1 10 6 12eh 1 POINTS: 6 5sy	10 5 12eh 1 38 6 5sy	4			
Speed Attack Defense Darnage Attack Defense Darnage Mogue (I Speed Attack Defense Darnage Rogue (I Speed Mogue (I Speed (I Speed Mogue (I Speed (I	13fu 8 16eh 2 /ER (V) 14fu 9 16eh 2 R) #121 8 9 15to 2 E) #122 cf) 10	12fu 7 15eh 1 #108, 13fu 8 15eh 2 1, THE I 8 8sy 14to 2 2, X-Me 10	11 6 14eh 1 NO FACT 12fu 8 14eh 1 3ROTHEF 7 7sy 13to 2 N, Poin 10	10 5 13eh 1 10N, Po 11 7 13eh 1 HOOO, 1 7 6sy 12 2	9 4 12 1 10 6 12eh 1 POINTS: 6 5sy 12 2	10 5 12eh 1 38 6 5sy 11 1	4 11 1	6		
Speed Attack Defense Damage Quicksil Speed Attack Defense Damage Rogue (I Speed Attack Defense Damage Rogue (I Speed Attack Defense Damage Rogue (I	13fu 8 16eh 2 /FR (V) 14fu 9 16eh 2 8 9 15to 2 E) #122 cf) 10	12fu 7 15eh 1 #108, 13fu 8 15eh 2 1, The I 8 8sy 14to 2 2, X-Me	11 6 14eh 1 NO FACT 12fu 8 14eh 1 3ROTHEF 7 7sy 13to 2 N, Poin	10 5 13eh 1 10N, Po 11 7 13eh 1 HOOO, I 7 6sy 12 2	9 4 12 1 10 6 12eh 1 POINTS: 6 5sy 12 2	10 5 12eh 1 38 6 5sy 11 1	4 11 1	6 4 10		
Speed Attack Defense Damage Quicksil: Speed Attack Defense Damage Rogue (I Speed Attack Defense Damage Rogue (I Speed (Attack Defense Damage Rogue (I Speed (Attack Defense Damage Damage Rogue (I Speed (Attack Defense Damage	13fu 8 16eh 2 2 VER (V) 14fu 9 16eh 2 2 15to 2 2 15to 9 15in 3	12fu 7 15eh 1 #108, 13fu 8 15eh 2 1, THE E 8 8sy 14to 2 2, X-Mee 10 8sy 14to 2	11 6 14eh 1 NO FACT 12fu 8 14eh 1 1 3ROTHEF 7 7sy 13to 2 10 7sy 13to 2 13to 2	10 5 13eh 1 10on, Po 11 7 13eh 1 1 6sy 12 2 2 TTS: 77 8 6sy 12to 2	9 4 12 1 10 6 12eh 1 POINTS: 6 5sy 12 2	10 5 12eh 1 38 6 5sy 11 1	4 11 1 6 4sy	4		
Speed Attack Defenses Damage Quicksil: Speed Attack Defenses Damage Rogue (I Speed Attack Defenses Damage Rogue (I Speed (Attack Defenses Damage Rogue (I Speed (Attack Defense Damage Rogue (I Speed (Attack Defense Damage Rogue (I	13fu 8 16eh 2 2 //ER (V) 14fu 9 16eh 2 15to 2 15to 9 15in 3 // #1218 // #12	12fu 7 15eh 1 #108, 13fu 8 15eh 2 1, THE I 8 8 8sy 14to 2 2, X-Me 10 8sy 14to 2 3, X-Me 3, X-Me 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	11 6 14eh 1 NO FACT 12fu 8 14eh 1 3 3 14eh 1 3 3 15to 2 N, Poin 10 7sy 13to 2 EN, Poin 2 EN, Poin 2 EN, Poin 2 EN, Poin 10 7sy 13to 2 EN, Poin 10 EN	10 5 13eh 1 10on, Po 11 7 13eh 1 1 H000, 7 6sy 12 2 2 TS: 77 8 6sy 12to 2	9 4 12 1 10 6 12eh 1 POINTS: 6 5sy 12 2 8 5sy 12 2	10 5 12eh 1 38 6 5sy 11 1 8 5sy 11 2	4 11 1 6 4sy 11	4 10 1		
Speed Attack Defense Damage Quicksil: Speed Attack Defense Damage Rogue (I Speed Attack Defense Damage Rogue (I Speed (Attack Defense Damage Rogue (I Speed (Attack Defense Damage Damage Rogue (I Speed (Attack Defense Damage	13fu 8 16eh 2 17fe 17fe 17fe 17fe 17fe 17fe 17fe 17fe	12fu 7 15eh 1 13fu 8 15eh 2 1, THE E 8 8 8sy 14to 2 2, X-Me 10 8sy 14to 2 2, X-Me 10 6sy 14to 2 1 10ch 9sy	11 6 14eh 1 1 12fu 8 14eh 1 1 3rother 7 7sy 13to 2 N, Poin 10 7sy 13to 2 2 N, Poin 10 8sy	10 5 13eh 1 7 13eh 1 7 13eh 1 7 6sy 12 2 2 7s; 77 8 6sy 12to 2 7sy	9 4 12 1 10 6 12eh 1 Points: 28 5sy 12 2 8 5sy 12 2	10 5 12eh 1 38 6 5sy 11 1 8 5sy 11 2	4 11 1 6 4sy 11 1 7 5sy	4 10 1 6 4		
Speed Attack Defense Damage Quicksil. Speed Attack Defense Damage Rogue (I Speed Attack Defense Damage Rogue (I Speed (Attack Defense Damage Rogue (13fu 8 16eh 2 2 15fo 9 15in 3 17 10cr 10 15in 16fo 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	12fu 7 15eh 1 13fu 8 15eh 2 1, THE E 8 8 8sy 14to 2 2, X-Me 10 8 8sy 14to 2 3, X-Me 10ch 9sy 14to 10ch 10ch 10ch 10ch 10ch 10ch 10ch 10ch	11 6 14eh 1 12fu 8 14eh 1 3rother 7 7sy 13to 2 N, Poin 10 7sy 13to 2 8 14eh 10 8 10 8 10 10 10 10 10 10 10 10 10 10 10 10 10	10 5 13eh 1 7 13eh 1 7 13eh 1 1 14H000, 7 6sy 12 2 2 175: 77 8 6sy 12to 2 7 7 7 7 12to 12to 12to 12to 12to 12to 12to 12to	9 4 12 1 10 6 12eh 1 7 POINTS: 28 5sy 12 2 8 8 5sy 12 2	10 5 12eh 1 38 6 5sy 11 1 8 5sy 11 2 8 5sy 11	4 11 1 6 4sy 11 1 7 5sy 11	4 10 1 6 4 10		
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Speed ducksus de la constitution	13fu 8 16eh 2 15in 3 15in 3 15in 3 15in 4 15in 3 15in 4 15in 5 15in 4 15in 5 15in 6 15in 7 10in 15in 8 15in 8 15in 8 15in 8 15in 8 15in 16in 15in 15in 2 15in 16in 15in 3	12fu 7 15eh 1 18, 13fu 8 15eh 12 2 1, THE E 8 8sy 14to 2 2, X-Me 14to 2 2, X-Me 14to 3 3 **055, 6 8bl 14to 2 14to 2 14to 2 14to 2 14to 2 14to 2 14to 2 14to 2 14to 2 14to 3 15eh 14to 15eh 16 16 16 16 16 16 16 16 16 16 16 16 16	11 1 6 14eh 1 1 6 14eh 1 1 12fu 8 14eh 1 1 13to 2 2 1 13to 2 2 1 13to 2 2 1 13to 3 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	100, PO 13eh 1 7 13eh 1 7 13eh 1 1 7 6sy 122 2 2 2 2 75: 77 8 6sy 12to 2 2 75: 88 9 9 75y 12to 2 2 12to 2 12to 2 12to 2 12to 12to 12to 12to 12to 12to 12to 12to	9 4 12 1 10 6 10 6 12eh 1	10 5 12eh 1 38 6 5sy 11 1 2 8 5sy 11 1 2 8 5sy 11 1 2 8 11re 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	4 11 1 6 4sy 11 1 7 5sy 11 2 2 4 7 11re 1 1 4 7 11re 1 bf	4 10 1 6 4 10 1 1 1 4 7 7 11re 1	33; 29	
Speed ducksus of the before the b	13fu 8 16eh 2 2 IRR (V) 9 16eh 2 2 16eh 16 2 16eh 17 1	12fu 7 15eh 1 1 108, 13fu 8 15eh 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	11 1 6 14eh 1 1 6 14eh 1 1 2fu 8 8 14eh 1 1 8 6 14eh 1 1 8 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	100, PO 13eh 1 7 13eh 1 7 13eh 1 7 13eh 1 7 13eh 1 1 1 7 13eh 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	9 4 12 1 10 6 10 6 12 eh 1 1 Points: 28 8 5 syy 12 2 2 8 6 sy 12 2 2 2 11 1 1 1 e 1 b f 10 00 , Po 5 8 bil 12 re 2 b f 12 re 2 b f 14 in, 7 4	10 5 12eh 1 38 6 5sy 11 1 2 8 5sy 11 1 2 8 5sy 11 1 2 8 11re 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	4 11 1 6 4sy 11 1 7 5sy 11 2 2 4 7 11re 1 1 4 7 11re 1 bf	4 10 1 6 4 10 1 1	s: 29	
Speed downward of the control of the	13fu 8 16eh 2 2 JER (V) 14fu 9 9 15fu 6 2 2 15fu 16eh 1 2 15fu 6 2 15fu 6 15fu	12fu 7 7 15eh 1 1 108, 13fu 8 15eh 2 1 1 108 8 8 15eh 2 1 1 10 8 8 1 1 1 1 1 1 1 1 1 1 1 1 1 1	11 6 14eh 1 1 6 14eh 1 1 75 9 13to 2 10 75y 13to 2 10 75y 13to 2 10 85y 13to 3 10 85y 13to 3 10 85y 13to 2 11 13to 3	10 5 13eh 1 1 7 13eh 1 7 13eh 1 7 13eh 1 1 7 13eh 1 1 1 7 12eh 1 12to 2 2 1 12to 2 1 13to 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	9 4 12 1 10 6 10 6 12eh 1 Points: 28 5sy 12 2 8 6sy 12 2 2 11re 1bf 11re 1bf 2 8bil 12re 2 8bil 12re 2 4 10, Points: 3 4 6 11re 1bf 2 12re 2 4 10, Points: 3 6 11re 1bf 1000, Points: 3	10 5 12eh 1 38 6 5sy 11 1 2 8 5sy 11 1 2 8 5sy 11 1 2 8 11re 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	4 11 1 6 4sy 11 1 7 5sy 11 2 2 4 7 11re 1 1 4 7 11re 1 bf	4 10 1 6 4 10 1 1 1 4 7 7 11re 1	s: 29	
Speed d. Attack Defense Damage Moure Fig. 1 Defense Damage Moure Fig. 1 Defense Damage Moure Fig. 2 Damage Moure Fig. 2 Damage Moure Fig. 3 Defense Damage Moure Fig. 3	13fu 8 16eh 2 2 JER (V) 9 15to 0 15to 0 15in 3 17 #12s 2 15to 0 15in 3 17 #12s 3 17 #12s 3 17 #12s 3 18 #1	12fu 7 15eh 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	11 den 1 den	100, Po 5 13eh 1 7 13eh 1 7 13eh 1 7 13eh 1 1 7 13eh 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	9 4 12 1 10 6 12eh 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	10 5 12eh 1 38 6 5sy 11 1 2 8 5sy 11 2 8 8 4 5 7 11re 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	4 11 6 4sy 11 1 7 5sy 11 2 4 7 11re 1 1 4 7 11re 1 1bf	4 10 1 6 4 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ss: 29	
Speed d. Attack Defenses Damage Mogue (F. Speed of Attack Defense Speed of Attack Defense Damage Mogue (F. Speed of Attack Defense Speed Of Attack Defense Mogue (F. Speed Of Attack D	13fu 8 16eh 2 2 / Iff (1/4) 9 16eh 2 17 / Iff (1/4) 9 15in 9 15in 16 9 15in 3 15in 16 9 15in 3 15in 16 9 15in 2 15in 10 1 15in 3 15in (R) 8st 10bi 1 15in 3 15in (R) 8st 1 15in 1 15	12fu 7 15eh 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	11 6 14eh 1 6 14eh 1 1 8 14eh 1 12fu 8 14eh 1 1 8 7 7sy 13to 2 2 7sy 13to 2 2 13to 10 10 10 10 10 10 11 10 10 11 10 11 10 11 11	10 5 13eh 1 7 13eh 1 7 13eh 1 7 13eh 1 7 13eh 1 1 7 15eh 1 1 1 7 15eh 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	9 4 12 1 11 12 10 6 6 12 2 8 8 5 5 8 12 2 2 8 8 5 9 12 2 2 8 8 5 9 12 2 2 8 8 5 9 12 12 12 10 11 1 1 1 1 1 1 1 1 1 1 1 1	10 5 12eh 1 38 6 5sy 11 1 2 8 5sy 11 2 8 8 4 5 7 11re 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	4 11 6 4sy 11 1 7 5sy 11 2 4 7 11re 1 1 4 7 11re 1 1bf	4 10 1 6 4 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	rs: 29	
Speed d. Attack Defense Damage Moure Fig. 1 Defense Damage Moure Fig. 1 Defense Damage Moure Fig. 2 Damage Moure Fig. 2 Damage Moure Fig. 3 Defense Damage Moure Fig. 3	13fu 8 16eh 2 2 JER (V) 9 15to 0 15to 0 15in 3 17 #12s 2 15to 0 15in 3 17 #12s 3 17 #12s 3 17 #12s 3 18 #1	12fu 7 15eh 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	11 1 6 14eh 1 6 14eh 1 1 8 14eh 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	10 5 13eh 1 7 13eh 1 7 13eh 1 7 13eh 1 7 13eh 1 1 7 13eh 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	9 4 12 1 10 6 12 2 10 6 5 5 5 5 5 12 2 2 8 6 5 7 12 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	10 5 12eh 1 38 6 5sy 11 1 2 8 5sy 11 2 8 8 4 5 7 11re 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	4 11 6 4sy 11 1 7 5sy 11 2 4 7 11re 1 1 4 7 11re 1 1bf	4 10 1 6 4 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	s: 29	
Speed ducksus de la constitution	13fu 8 16eh 2 16eh 2 17	12fu 7 15eh 1 1 16eh 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	11 6 14eh 1 6 14eh 1 1 8 14eh 1 1 8 14eh 1 1 8 7 7 7sy 13to 2 2 7sy 13to 2 2 13to 2 1 10 10 10 10 10 10 10 10 10 10 10 10 10	100, 100, 100, 100, 100, 100, 100, 100,	9 4 12 1 1 1 1 1 2 1 1 1 1 2 1 1 1 1 2 1 1 1 1 2 1 1 1 1 2 1	10 5 12eh 1 38 6 5sy 11 1 2 8 5sy 11 2 8 8 4 5 7 11re 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	4 11 6 4sy 11 1 7 5sy 11 2 4 7 11re 1 1 4 7 11re 1 1bf	4 10 1 6 4 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ss: 29	
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		6	5	4	4 4					
Speed	6	6	5	5	4					
Attack	16	15	6 14	14	13					
Defense										
Damage	1pc	1pc	1pc	1pc	1pc					
SHIELD A				ie (1) 6	IN., SI	HELD,	POINTS	: 10		
Speed	6	5	4							
Attack	7	6	5							
Defense	14	13	11							
Damage	1	1	1							
SHIELD A	GENT (E) #00:	. RANG	E (1) 6	IN. SE	HELD.	POINTS	12		
Speed	6	5	4	4	, 0.		011110			
Attack	7	6	5	4						
Defense	14	13	12	11						
Damage	1	1	1	ï						
_							_			
SHIELD A					IN., St	HELD,	POINTS	14		
Speed	6	6	5	4						
Attack	7	6	5	5						
Defense	15	14	13	12						
Damage	2	1	1	1						
SHIELD N	AFOIC (R) #00	4. RAN	GE (1) 4	IN. SI	HIELD.	POINTS	: 12		
Speed	6	6	5	(.,	,	,				
Attack	6	5	4							
Defense	14	13	12							
Damage	1su	1	1							
				(4)						
SHIELD N					IN., SI	HELD,	POINTS	: 15		
Speed	6	6	5	4						
Attack	6	5	4	4						
Defense	14	14	13	12						
Damage	1su	1su	1	1						
SHIELD N	AFOIC (V) #00	6. RAN	GF (1) 4	IN. SI	HIFLD.	POINTS	: 16		
Speed	6	6	5	4	,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,				
Attack	6	5	5	4						
Defense	14	13	12	12						
Damage	1su	1su	1su	1						
SKRULL AC			, RANG	E (1) 6	in., Ski	RULLS, P	OINTS:	11		
Speed	6	5	5							
Attack	7	5	4							
Defense	15	13	12							
Damage	1	1	1							
SKRULL AC	SENT (F	#020	RANCI	(1) 6	w Sve	mie P	OINTO	12		
Speed	6	5	5	4	iti, on	iucco, i	Ulivio.	10		
Attack	7	6	5	4						
Defense	15	13	12	11						
-										
Damage	1	1	1	1						
SKRULL A	GENT (V	#021	, RANG	E (1) 6	IN., SKE	RULLS, P	OINTS:	16		
Speed	7	6	6	5						
Attack	7	6	6	5						
Defense	15	14	13	12						
Damage	2	1	1	1						
					0	0	_			
SKRULL W					0 IN.,	SKRULLS	, Poin	TS: 14		
Speed	6	5	5	5	O IN.,	SKRULLS	, Poin	TS: 14		
Speed Attack	6	5	5	5	0 IN.,	SKRULLS	, Poin	TS: 14		
Speed	6	5	5 5 12	5	O IN.,	SKRULLS	i, Poin	TS: 14		
Speed Attack	6	5	5	5	O IN.,	SKRULLS	, Poin	TS: 14		
Speed Attack Defense Damage	6 7 15 1	5 5 13 1	5 5 12 1	5 4 12 1						
Speed Attack Defense Damage Skrull W	6 7 15 1	5 5 13 1 (E) #0	5 5 12 1 23 , R A	5 4 12 1 NGE (1)		SKRULLS				
Speed Attack Defense Damage Skrull W Speed	6 7 15 1 ARRIOR 7	5 5 13 1 (E) #0	5 5 12 1 23, R a	5 4 12 1 NGE (1) 5						
Speed Attack Defense Damage Skrull W Speed Attack	6 7 15 1 ARRIOR 7	5 5 13 1 (E) #0 6	5 5 12 1 23, R a 5 5	5 4 12 1 NGE (1) 5 4						
Speed Attack Defense Damage SKRULL W Speed Attack Defense	6 7 15 1 ARRIOR 7 7 7	5 5 13 1 (E) #0 6 6 13	5 12 1 23, R A 5 5	5 4 12 1 NGE (1) 5 4 12						
Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage	6 7 15 1 ARRIOR 7 7 15 2	5 5 13 1 (E) #0 6 6 13 1	5 12 1 23, Ra 5 5 13	5 4 12 1 NGE (1) 5 4 12	8 in., 5	Skrulls	, Point	rs: 16		
Speed Attack Defense Damage SKRULL W Speed Attack Defense	6 7 15 1 ARRIOR 7 7 15 2	5 5 13 1 (E) #0 6 6 13 1	5 12 1 23, Ra 5 5 13	5 4 12 1 NGE (1) 5 4 12	8 in., 5	Skrulls	, Point	rs: 16		
Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage	6 7 15 1 ARRIOR 7 7 15 2	5 5 13 1 (E) #0 6 6 13 1	5 12 1 23, Ra 5 5 13	5 4 12 1 NGE (1) 5 4 12	8 in., 5		, Point	rs: 16		
Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SKRULL W	6 7 15 1 ARRIOR 7 7 15 2	5 5 13 1 (E) #0 6 6 13 1 (V) #0	5 12 1 23, RA 5 5 13 1	5 4 12 1 NGE (1) 5 4 12 1	8 in., 5	Skrulls	, Point	rs: 16		
Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Skrull W Speed	6 7 15 1 ARRIOR 7 7 15 2 ARRIOR 7	5 5 13 1 (E) #0 6 6 13 1 (V) #0 6	5 12 1 23, Ra 5 5 13 1 124, Ra	5 4 12 1 NGE (1) 5 4 12 1 UNGE (1)	8 in., 5	Skrulls	, Point	rs: 16		
Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Skrull W Speed Attack Defense	6 7 15 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16	5 5 13 1 (E) #0 6 6 13 1 (V) #0 6 7	5 12 1 23, RA 5 5 13 1 124, RA	5 4 12 1 NGE (1) 5 4 12 1 NGE (1) 5 5	8 in., 5	Skrulls	, Point	rs: 16		
Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Skrull W Speed Attack Defense Damage	6 7 15 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16 2	5 5 13 1 (E) #0 6 6 13 1 (V) #0 6 7 14 1	5 12 1 23, Ra 5 5 13 1 124, Ra 6 6 13	5 4 12 1 NGE (1) 5 4 12 1 NGE (1) 5 5 12 1	8 IN., \$	SKRULLS	, Point	rs: 16 rs: 17		
Speed Attack Defense Damage Skrull W Speed M Spe	6 7 15 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16 2 AN (R)	5 5 13 1 (E) #0 6 6 13 1 (V) #0 7 14 1 #070,	5 12 1 23, Ra 5 5 13 1 24, Ra 6 6 13 1 Range	5 4 12 1 NGE (1) 5 4 12 1 UNGE (1) 5 5 12 1 (1) 4 IN	8 IN., 3	SKRULLS SKRULLS	, POINT	rs: 16 rs: 17		
Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Spider-M Speed	6 7 15 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16 2 AN (R) 8lc	5 5 13 1 (E) #0 6 6 6 13 1 (V) #0 6 7 14 1 #070,	5 12 1 23, Ra 5 5 13 1 24, Ra 6 6 13 1 Range 7lc	5 4 12 1 NGE (1) 5 4 12 1 NGE (1) 5 5 12 1 (1) 4 IN 6lc	8 IN., 3	SKRULLS SKRULLS ACTION, I	, Points:	rs: 16 rs: 17		
Speed Attack Defense Damage Skrull W Speed M Spe	6 7 15 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16 2 AN (R)	5 5 13 1 (E) #0 6 6 13 1 (V) #0 7 14 1 #070,	5 12 1 23, Ra 5 5 13 1 24, Ra 6 6 13 1 Range	5 4 12 1 NGE (1) 5 4 12 1 UNGE (1) 5 5 12 1 (1) 4 IN	8 IN., 3	SKRULLS SKRULLS	POINTS: 5	rs: 16 rs: 17		
Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Spider-M Speed	6 7 15 1 1 1 1 15 2 2 ARRIOR 7 7 15 2 2 ARRIOR 7 8 16 2 2 No. (R) 8 8 10 10 10 10 10 10 10 10 10 10 10 10 10	5 5 5 13 1 (E) #0 6 6 13 1 (V) #0 6 7 14 1 1 #070, 8lc 8ic 15	5 5 12 1 23, Ra 5 5 13 1 124, Ra 6 6 13 1 Range 7lc 8ic 14	5 4 12 1 NGE (1) 5 4 12 1 NGE (1) 5 5 12 1 (1) 4 IN 6lc 7ic 13	8 IN., 5	SKRULLS SKRULLS ACTION, I	, Points:	rs: 16 rs: 17		
Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SPIDER-M Speed Attack Defense Damage SPIDER-M Speed Attack	6 7 15 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16 2 AN (R) 8lc 10ic	5 5 13 1 (E) #0 6 6 13 1 (V) #0 6 7 14 1 #070, 8lc 8ic	5 12 1 23, Ra 5 13 1 24, Ra 6 6 13 1 Range 7lc 8ic	5 4 12 1 NGE (1) 5 4 12 1 NGE (1) 5 5 12 1 (1) 4 IN 6lc 7ic	8 IN., 3	SKRULLS SKRULLS ACTION, I 5lc 6	POINTS: 5	rs: 16 rs: 17		
Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage Attack Defense Damage Spier-M Speed Attack Defense Damage	6 7 15 1 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16 2 AN (R) 8lc 10ic 16 2	5 5 13 1 (E) #0 6 6 6 13 1 (V) #0 7 7 14 1 #070, 8lc 8ic 15 2	5 5 12 1 23, Ra 5 5 13 1 1 24, Ra 6 6 13 1 Range 7lc 8ic 14 2	5 4 12 1 1	8 IN., 5 6lc 7ic 12 10w	SKRULLS SKRULLS ACTION, I 5lc 6 12 10w	POINTS: 5 5 11 10w	rs: 16		
Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SKRULL W Defense Damage SKRULL W Defense Damage SPIDER-M Speed Attack Defense Damage SPIDER-M Speed SPEED DAMAGE SPEED SPEED DAMAGE SPEED DAMAGE SPEED SPE	6 7 15 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16 2 AN (R) 8lc 10ic 16 2 AN (E)	5 5 5 13 1 (E) #0 6 6 13 1 (V) #0 7 14 1 #070, 8lc 8ic 15 2 #071,	5 5 12 1 23, Ra 5 5 13 1 1 24, Ra 6 6 13 1 Range 7lc 8ic 14 2 Range	5 4 12 1 1 5 4 12 1 1 5 5 12 1 1 6lc 7ic 13 2 (1) 4 IN	8 IN., 5 6lc 7ic 12 10W, NO FA	SKRULLS SKRULLS SCHOOLS 10 10 10 10 10 10 10 10 10 10 10 10 10	POINTS: 5 5 11 10w	rs: 16 rs: 17 61		
Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SPIDER-M Speed Attack Defense SPIDER-M Speed Attack SPIDER-M Speed Attack Speed Attack Speed Attack Speed Attack SPIDER-M Speed SPIDER-M	6 7 15 1 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16 2 AN (R) 8lc 10ic 16 2 AN (E) 9lc	5 5 5 13 1 (E) #0 6 6 13 1 (V) #0 6 7 14 1 #070, 8lc 8ic 15 2 #071, 8lc	5 5 12 1 23, Ra 5 5 13 1 1 24, Ra 6 6 6 13 1 1 Range 7lc 8lc 14 2 2 Range 7lc	5 4 12 1 1 12 1 1 1 12 1 1 1 12 1 1 1 1 1	8 IN., 5 6lc 7ic 12 10w -, NO FA 6lc	SKRULLS SKRULLS SKRULLS 101 101 101 101 101 101 101 101 101 10	POINTS: 5 5 11 10w POINTS: 5lc	rs: 16 61 82 5fu		
Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SPIDER-M Speed Attack Defense Damage SPIDER-M Speed Attack Defense Damage Attack Defense Damage Spider-M Speed Attack	6 7 15 1 1 ARRIOR 7 7 15 2 ARRIOR 7 8 8 16 2 AN (R) 8 8 10 10 16 2 10 16 2 10 16 16 16 16 16 16 16 16 16 16 16 16 16	5 5 5 13 1 (E) #0 6 6 7 14 1 1 40 70, 8lc 8lc 15 2 40 71, 8lc 9lc	5 5 12 1 23, Ra 5 5 13 1 1 24, Ra 6 6 6 13 1 1 Range 7lc 8lc 14 2 Range 7lc 9lc 9lc 14 9lc 16 16 9lc 16 16 16 16 16 16 16 16 16 16 16 16 16	5 4 12 1 1 NGE (1) 5 4 12 1 1 5 5 12 1 (1) 4 IN 6 lc 7 ic 7 ic 8 ic 8 ic 8 12 8 ic 8 12 1 1 1 4 IN 7 lc 8 ic 8 ic 8 ic 8 ic 8 12 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	8 IN., 5 8 IN., 5 8 IN., 5 10 FJ 10	SKRULLS SKRULLS SKRULLS 10 12 10 10 10 6 6 12 10 7 6 6 7 7 6 7	POINTS: 5 11 10w Points: 5 5 6	rs: 16 61 82 5fu 7		
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Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SPIDER-M Speed Attack Defense Defe	6 7 15 1 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16 2 ARRIOR 10 16 2 ARRIOR 1 17 2 ARRIOR 17 2 ARRIOR (V)	5 5 5 13 1 (E) #0 6 6 6 13 1 (V) #0 7 14 1 1 8ic 8ic 15 2 2 #071, 8ic 16 2 16 2 16 2 16 2 16 2 16 2 16 2 16	5 5 12 1 1 23, RA 5 5 13 1 1 224, RA 6 6 6 13 1 RANGE 7lc 8ic 14 2 2 RANGE 7lc 9ic 15 2	5 4 12 1 1 5 4 12 1 1 5 5 12 1 1 6 lc 7 ic 13 2 (1) 4 ln 4 ln 7 lc 8 ic 14 2	8 IN., 5 8 IN., 5 6 12 10 W ., NO FA 6 13 20 W ., SPIOI	SKRULLS SKRULLS SKRULLS 100 12 100 13 100	POINTS: 5 5 11 10w POINTS: 6 12 10w	82 5fu 7 11 20w		
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Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Spider-M Speed Attack Defense Damage Spider-M Speed Attack Defense Damage Spider-M Speed Attack Spee	6 7 15 1 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16 2 ARRIOR 10 16 2 ARRIOR 1 17 2 ARRIOR 17 2 ARRIOR (V)	5 5 5 13 1 (E) #0 6 6 7 14 1 (V) #0 6 7 14 1 8lc 8ic 15 2 40 77 1,8lc 9ic 16 2 40 77 1,1 10 11 11 11 11 11 11 11 11 11 11 11 11	5 5 5 12 1 1 23, Ran 5 5 13 1 1 124, Range 7lc 8ic 14 2 Range 7lc 9lc 15 2 Range Ran	5 4 12 1 1	8 IN., 5 8 IN., 5 10 FI 6lc 7ic 12 10w ., NO FA 6lc 8ic 13 20w ., Sproit 7lc 9ic	SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, 6 7ic 13 10w ER-MANN, 7 7lc 8ic	POINTS: 5 5 11 10w POINTS: 6 12 10w POINTS:	82 5fu 7 11 20w 8: 110 6lc 7	8	
Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SKRULL W Speed Attack Defense Damage SPIGEN Speed Attack Defense Damage SPIGEN Speed Attack Defense Damage SPIGEN Speed Damage SPIGEN Speed SPIGEN Speed	6 7 15 1 1 ARRIOR 7 7 15 2 (ARRIOR 7 8 16 2 AN (R) 90 C 11 17 2 AN (V) 100 C	5 5 5 13 1 (E) #0 6 6 6 13 1 (V) #6 7 14 1 1 8lc 9ic 15 2 4071, 8lc 9ic 2 4072, 9lc	5 5 5 12 1 1 23, Ra 6 6 13 1 1 124, Ra 6 6 6 13 1 1 Range 7 lc 8ic 14 2 Range 15 2 Range 8lc 15 16 16	5 4 12 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	8 IN., 5 8 IN., 5 8 IN., 7 7 10 10 10 10 10 10 10 10 10 10 10 10 10	SKRULLS SKRULLS SKRULLS Sic 6 12 10w CTION, F 6ic 7ic 13 10w ER-MAN, 7ic	POINTS: 5 11 10w Points: 5lc 6 12 10w Points 6lc	82 55u 7 11 20w 8: 110 6lc		
Speed Attack Defense Damage Skrull W Speed Attack Skrull W Speed Attack Defense Attack Defense Attack Defense Attack Skrull W Speed Attack Skrull W Speed Skrul	6 7 15 1 1 ARRIOR 7 7 7 15 2 (ARRIOR 7 8 16 2 AN (R) 8lc 10ic 16 2 AN (E) 9lc 11ic 17 2 AN (V) 10lc 12ic	5 5 5 13 1 (E) #0 6 6 7 14 1 (V) #0 6 7 14 1 8lc 8ic 15 2 40 77 1,8lc 9ic 16 2 40 77 1,1 10 11 11 11 11 11 11 11 11 11 11 11 11	5 5 12 1 23, Ra 5 5 13 1 124, Ra 6 6 6 13 1 1 Range 7lc 8ic 14 2 Range 7lc 9ic 15 2 2 Range 15 2 2 2 2 3 1 3 1 4 2 4 1 4 1 2 4 4 5 4 5 4 7 1 8 1 8 1 8 1 8 1 8 1 8 1 8 1 8 1 8 1	5 4 12 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	8 IN., 5 8 IN., 5 10 FI 6lc 7ic 12 10w ., NO FA 6lc 8ic 13 20w ., Sproit 7lc 9ic	SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, 6 7ic 13 10w ER-MANN, 7 7lc 8ic	POINTS: 5 11 10w POINTS: 5lc 6 12 10w POINTS: 6lc 8ic	82 5fu 7 11 20w 8: 110 6lc 7	8	
Speed Attack Defense Damage Skrull W Speed Attack Defense Damage	6 7 15 1 ARRIOR 7 7 7 15 2 (ARRIOR 7 8 16 2 2 AN (R) 9 c 11 1 c 17 2 AN (V) 10 c 2 18 2	5 5 5 13 1 (E) #0 6 6 13 1 (V) #0 7 14 1 1 8lc 8ic 15 2 9lc 16 2 9lc 117 2	5 5 5 12 1 1 23, Ra 6 6 13 1 1 1 24, Ra 6 6 13 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5 4 12 1 1 12 1 1 12 1 1 12 1 1 12 1 1 12 1 1 1 12 1	8 IN., 5	SKRULLS SKRULLS SKRULLS SKRULLS 10 12 10 10 11 10 10 10 11 10 11 10 11 10 11 10 11 10 11 11	POINTS: 5 5 11 10w Points: 6 12 10w Points 6ic 8ic 12 10w	82 5fu 7 11 20w 8: 110 6lc 7 12	8 11	
Speed Attack Defense Damage Sround Street Damage Sround Street Damage Sround Speed Attack Defense Damage Sround Speed Sround Speed Speen Damage Sround Speed Stround Speed Speen Damage Spoen Spoen Damage Spoen	6 7 15 1 1 ARRIDER 7 7 15 2 2 (ARRIDER 7 8 8 16 10 16 16 16 17 2 ARRIVER 10 10 10 11 12 12 12 12 12 12 ARRIVER 18 2 ARRIVE	5 5 5 13 1 (E) #0 6 6 13 1 (V) #0 7 14 1 #0 70, 8lic 8lic 15 2 #0 71, 8lc 9lic 11 ic 2 #1 50, 17 2 #1 50,	5 5 5 12 1 1 23, Ra 5 5 13 1 1 124, Ra 6 6 13 1 1 124, Ra 14 2 Range 7 1c 15 2 Range 8 1c 10 ic 16 2 Range 8 1c 16 2 Range 8 1	5 4 12 1 1 NGE (1) 5 4 12 1 1 1 5 5 12 1 1 7 1c 8ic 14 12 2 (1) 4 IN 8 1c 15 2 (1) 6 IN 6 I	8 IN., 5 10 F/ 61c 7ic 12 10w ., NO F/ 61c 8ic 13 20w ., SPIOI 71c 9ic 14 2 ., SPIOI 14 2	SKRULLS SKRULLS SKRULLS ACTION, I 5lc 6 12 10w 6lc 7ic 8ic 8ic 13 10w er-Man, 10w	POINTS: 5 5 11 10w POINTS: 5lc 6 12 10w POINTS: 6ic 8ic 12 10w POINT, 6ic 8ic 7 12 10w POINT, 6ic 8ic 7 12 10w	82 5fu 7 11 20w s: 110 6lc 7 12 10w s: 116	8 11	
Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Speed Attack Speed Speed Attack Speed Speed Attack Speed Speed Attack Speed Spee	6 7 15 1 1 ARRIOR 7 7 15 2 2 ARRIOR 7 8 16 2 2 10 10 16 17 2 ARRIOR 10 10 12 12 12 12 12 12 12 12 12 12 12 12 12	5 5 5 13 1 (E) #0 6 6 6 13 1 (V) #0 6 7 14 1 4 90 15 2 2 4 90 11ic 17 2 4 91 11ic 17 2 91 11ic 17 2 91 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	5 5 5 12 1 1 23, RA 5 5 13 1 1 124, RA 6 6 6 13 1 1 RANGE 7IC 8ic 14 2 RANGE 10ic 15 2 RANGE 8IC 10ic 16 2 RANGE 8IC 17ic 16 2 RANGE 7IC	5 4 12 1 1 NGE (1) 5 4 12 1 1 NGE (1) 5 5 12 1 (1) 4 IN 6lc 7/lc 13 2 (1) 4 IN 8lc 9lc 15 2 (1) 6 IN 7lc	8 IN., 5 8 IN., 5 8 IN., 5 10 10 10 10 10 10 10 10 10 10 10 10 10	SKRULLS SKRULLS SKRULLS SCHOOL, 151c 6 12 10w 10m 71c 13 10w 10m	POINTS: 5 5 11 10w POINTS: 6 12 10w POINTS: 6 8 10 12 10w POINTS: 11 10w POINTS:	82 5fu 7 11 20w 120w 110 110 110 110 110 110 110 110 110 1	8 11	
Speed Attack Defense Damage SreuLL W Speed Attack Defense Damage SreuLL W Speed Attack Defense Damage SreuLL W Speed Attack Defense Damage Sriuer-M Speed Attack Sriuer-M Speed Attack	6 7 15 1 1 ARRIDER 7 7 7 15 2 2 ARRIDER 7 8 816 2 ARRIDER 10 10 10 10 10 10 10 10 10 10 10 10 10	5 5 5 13 1 (E) #0 6 6 13 1 (V) 6 6 7 14 1 #070, 8lc 8i5 2 #071, 8lc 9jc 11ic 17 2 #150, 8lc 9jc	5 5 5 12 1 1 23, Ra 5 5 13 1 1 24, Ra 6 6 6 13 1 1 Range 7/lc 8/lc 14 2 Range 8/lc 15 2 Range 8/lc 16 2 Range 7/lc 9/lc 9/lc 16 2 Range 7/lc 9/lc 9/lc 9/lc 16 2 Range 7/lc 9/lc 9/lc 9/lc 16 2 Range 7/lc 9/lc 9/lc 9/lc 9/lc 9/lc 9/lc 9/lc 9	5 4 12 1 1 NGE (1) 5 4 12 1 1 15 5 12 1 1 16 lc 7ic 13 2 (1) 4 ln 7lc 8lc 2 (1) 4 ln 7lc 8lc (1) 6 ln 7lc 8lc (1) 6 ln 7lc 8lc (1) 6 ln	8 IN., 5 8 IN., 5 8 IN., 7 10 In	SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 8ic 13 10w ER-MAN, 6lc 7lc 7lc 7lc 7lc 7lc 7lc 7lc 7lc 7lc 7	POINTS: 5 5 11 10w POINTS: 6 12 10w POINTS: 10w POINTS	82 5fu 7 11 20w 8: 110 6lc 7 12 10w 8: 116 5fu 7	8 11	
Speed Attack Defense Damage Sreut W Speed Attack Defense Damage Sruce M Speed Attack Defense Damage Da	6 7 15 1 1 ARRIOR 7 7 15 2 AN (R) 8 16 2 2 AN (R) 10ic 17 2 AN (V) 10lc 12ic 2 AN (U) 9lc 18 2 AN (U) 9lc 18 18 16 18 16 18 16 18 18 16 18 18 16 18 18 16 18 18 16 18 18 18 18 18 18 18 18 18 18 18 18 18	5 5 5 13 1 (E) #0 6 6 6 13 1 (V) #0 6 7 14 1 #070, 8lc 8ic 5 2 #071, 8lc 9ic 6 11 17 2 #150, 8lc 9ic 16df	5 5 5 12 1 223, Ra 5 5 13 1 1 1224, Ra 6 6 6 13 1 1 124, Ra 16 8 10 10 10 10 10 10 10 10 10 10 10 10 10	5 4 12 1 1 NGE (1) 5 4 12 1 1 1 NGE (1) 5 5 5 12 1 1 1 NGE (1) 4 IN 7 IC 8IC 14 2 (1) 4 IN 7 IC 8IC 15 2 (1) 6 IN 7 IC 8IC 15 15 15 15 15 15 15 15 15 15 15 15 15	8 IN., 5 8 IN., 5 8 IN., 5 66 7ic 12 10 10 8i 3 20 9i 14 2 14 2 15 66 66 66 66 66 66 66 66 66 66 66 66 66	SKRULLS SKRULLS SKRULLS SKRULLS 15lc 6 12 10w, F 6lc 7lc 13 10w 13 10w 13 10w 16lc 7lc 13 10w 13 13 10w 13 13 13 13 13 13 13 13 13 13 13 13 13	POINTS: 5 5 11 10w POINTS: 55 6 12 10w POINTS: 10w POINTS: 10w POINTS: 10w POINTS: 110w POINTS:	82 5fu 7 1 20w 8: 110 6ic 7 12 10w 8: 116 5fu 7 12 10w	8 11	
Speed Attack Defense Damage SreuLL W Speed Attack Defense Damage SreuLL W Speed Attack Defense Damage SreuLL W Speed Attack Defense Damage Sriuer-M Speed Attack Sriuer-M Speed Attack	6 7 15 1 1 ARRIDER 7 7 7 15 2 2 ARRIDER 7 8 816 2 ARRIDER 10 10 10 10 10 10 10 10 10 10 10 10 10	5 5 5 13 1 (E) #0 6 6 13 1 (V) 6 6 7 14 1 #070, 8lc 8i5 2 #071, 8lc 9jc 11ic 17 2 #150, 8lc 9jc	5 5 5 12 1 1 23, Ra 5 5 13 1 1 24, Ra 6 6 6 13 1 1 Range 7/lc 8/lc 14 2 Range 8/lc 15 2 Range 8/lc 16 2 Range 7/lc 9/lc 9/lc 16 2 Range 7/lc 9/lc 9/lc 9/lc 16 2 Range 7/lc 9/lc 9/lc 9/lc 16 2 Range 7/lc 9/lc 9/lc 9/lc 9/lc 9/lc 9/lc 9/lc 9	5 4 12 1 1 NGE (1) 5 4 12 1 1 15 5 12 1 1 16 lc 7ic 13 2 (1) 4 ln 7lc 8lc 2 (1) 4 ln 7lc 8lc (1) 6 ln 7lc 8lc (1) 6 ln 7lc 8lc (1) 6 ln	8 IN., 5 8 IN., 5 8 IN., 7 10 In	SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 8ic 13 10w ER-MAN, 6lc 7lc 7lc 7lc 7lc 7lc 7lc 7lc 7lc 7lc 7	POINTS: 5 5 11 10w POINTS: 6 12 10w POINTS: 10w POINTS	82 5fu 7 11 20w 8: 110 6lc 7 12 10w 8: 116 5fu 7	8 11	
Speed Attack Attack Defense Damage Speed Attack Speed Attack Defense Damage Damag	6 7 15 1 1 ARRIOR 7 7 15 2 AAN (R) 8 16 2 10 10 11 10 12 12 12 12 12 AAN (V) 9 1c 1 18 d 2 AAN (U) 9 1c 1 18 d 2	5 5 5 13 1 (E) #0 6 6 6 13 1 1 (V) #0 6 7 14 1 1 8lc 8lc 15 2 9lc 11ic 2 #072, 8lc 2 #072, 8lc 9lc 11c 2 #150, 8lc 15 9lc 11c 2 #150, 8lc 16 9lc 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18	5 5 5 12 1 223, Ran 5 5 13 1 1224, Ran 6 6 13 1 1224, Ran 17 17 17 18 16 19 16 19 16 19 16 19 16 19 16 12 18 16 19 16 16 16 12 16 16 16 16 16 16 16 16 16 16 16 16 16	5 4 12 1 1 NGE (1) 5 4 12 1 1 1 NGE (1) 5 5 5 12 1 1 (1) 4 IN 7 Ic 8 Ic 9 Ic 15 2 (1) 6 Ic 7 Ic 8 Ic 9 Ic 14 2 2 (1) 6 Ic 14 2 2 (1) 6 Ic 14 2 2 0 W	8 IN., NO F/ 6lc 7ic 12 10w NO F/ 6lc 8ic 13 20w SPIOI 6lc 8ic 13 20w SPIOI 6lc 8ic 20 SPIOI 6	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 15 School 10 Sch	POINTS: 5 11 10w POINTS: 5 12 10w POINTS: 12 10w POINTS: 12 10w POINT 5lc 6 12 10w POINT 5lc 6 12 10w POINT 5lc 6 12 10w	82 5fu 7 11 20w 10s: 110 6lc 7 12 10w 115 10s: 116 7 112 20w	8 11	
Speed Attack Defense Damage Speed Attack Defense Damage SreuLL W Speed Attack Defense Damage SreuLL W Speed Attack Defense Damage Titavas Speed Attack Defense Damage Titavas Tita	6 7 15 1 ARRIOR 7 7 15 2 (ARRIOR 7 7 8 16 2 2 AN (R) 9lc 10ic 11 7 2 AN (U) 12ic 18 8 2 AN (U) 12ic 18 12 11 ic 18 12 12 ic 18 12 12 ic 18 ic 18 12 ic 18 ic 18 12 ic	5 5 5 13 1 (E) #0 6 6 6 13 1 1 (V) #0 6 7 14 1 1 8lc 8lc 15 2 9lc 11ic 2 #072, 8lc 2 #072, 8lc 9lc 11c 2 #150, 8lc 15 9lc 11c 2 #150, 8lc 16 9lc 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18	5 5 5 12 1 23, Ra 5 5 13 1 124, Ra 6 6 13 1 1 124, Ra 6 6 13 1 1 Range 7lc 9ic 14 2 Range 8lc 10lic 16 2 Range 8lc 12 12 Range 8lc 12 12 Range 8lc 12 12 Range 8lc 12 12 Range 12 12 Range 12 12 Range 12 12 Range 12 12 12 12 12 12 12 12 12 12 12 12 12	5 4 12 1 1 15 4 112 1 1 5 4 112 1 1 5 5 5 12 1 1 1 1 1 1 1 1 1 1 1	8 IN., NO F/ 6lc 7ic 12 10w NO F/ 6lc 8ic 13 20w SPIOI 6lc 8ic 13 20w SPIOI 6lc 8ic 20 SPIOI 6	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 15 School 10 Sch	POINTS: 5 11 10w POINTS: 5 6 12 10w POINTS: 10 10 POINTS: 5 11 10 POINTS: 5 11 10 POINTS: 10 10 POINTS: 11 10 POIN	82 5fu 7 11 20w 8: 110 6ic 7 12 10w 5fu 7 12 20w 8: 116	8 11 20w	7
Speed Attack Defense Damage SFIGER-M SKRULL W Speed Attack Defense Damage SFIGER-M SKRULL W S	6 7 15 1 ARRIOR 7 7 15 2 2 ARRIOR 16 2 2 AN (E) 10ic 12ic 2 AN (U) 9 1c 18 2 AN (U) 9 1c 18 df 2 1 1ic 18df 2 1 1/	5 5 5 5 13 1 (E) #0 6 6 6 13 1 (V) #0 6 6 7 14 1 4 1 4 8 lc 9 ic 15 2 2 #072, 9 lc 11 7 2 9 lc 16 df 2 #150, 8 lc 16 df 17 17 18 lc 16 df 1 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5 5 12 1 1 23, Ra 5 5 13 1 1 24, Ra 6 6 6 13 1 1 24, Ra 6 13 1 1 24, Range 7/lc 8/lc 10/lc	5 4 12 1 1 1 NGE (1) 5 4 12 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	8 IN., 3 8 IN., 5 6lc 12 10w FA 6lc 8ic 13 20w ., SPIOI 6lc 14 2 ., SPIOI 6lc 13 20w ., SPIOI 6lc 8ic 13	SKRULLS SKRULLS SKRULLS SCRULLS SCRULL	POINTS: 55 11 10w POINTS: 51c 6 12 10w POINT 55lc 6 12 10w POINT 51c 6 12 10w POINT 51c 6 12 10w 8 8 8 8	82 5fu 7 11 20 82 10w 8: 110 6lc 7 12 10w 8: 116 5fu 7 12 20w 15 8	8 11 20w	7 9
Speed Attack Defense Damage Spiece-M Speed Attack Defense Damage Tribangs (1 CS Attack Defense Damage Spiece-M Speed Attack Defense Damage Spiece-M Speed Attack Defense Damage Tribangs (1 CS Attack CS	6 7 15 1 ARRIOR 7 7 15 2 ARRIOR 7 8 16 2 2 AN (R) 9lc 10lc 12lc 12lc 12lc 12lc 12lc 18 2 AN (U) 9lc 11ld 12lc 12lc 12lc 12lc 12lc 12lc 12lc 12lc	5 5 5 5 13 1 1 (E) #0 6 6 6 13 1 (V) #0 6 6 7 14 1 1 #070, 8lc 8ic 16 2 2 #071, 8lc 15 2 2 #071, 8lc 15 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5 5 5 5 12 1 1 23, Ra 5 5 5 13 1 1 24, Ra 6 6 6 13 1 1 Range 7lc 8lc 10lc 16 2 Range 7lc 9lc 15 2 Range 8lc 10lc 16 2 Range 7lc 9lc 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5 4 12 1 1 10 MGE (11) 5 4 4 12 1 1 1 10 MGE (11) 5 5 12 1 1 (11) 4 IN 7 Ic 8 Ic 14 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	8 IN., ; NO FA 6 6 13 20W ., SPIOI 6 6 6 8 12 2 2 0 W . SPIOI 6 13 2 2 0 W . SPIOI 6 13 2	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOLS SCHOOL	POINTS: 5 5 11 10w POINTS: 12 10w POINTS: 12 10w POINTS: 12 10w VTS: 18 8 12	82 5fu 7 11 20w 8: 110 6lc 7 12 10w 8: 116 7 12 20w 15 8 11	8 11 20w	9
Speed Attack Defense Damage Defense Damage Speed Attack Speed Attack Speed Attack Speed Attack Speed Attack Defense Damage Speed Attack Defense Damage Speed Attack Defense Damage Speed Attack Defense Damage Thinass (1	6 7 15 1 1 ARRIOR 7 7 15 2 2 AN (R) 8lc 10lic 16 2 AN (E) 10lic 18 2 AN (U) 11lic 18 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5 5 5 5 5 5 13 1 1 (E) #0 6 6 6 13 1 1 (V) #0 6 6 7 7 14 1 1 #070, 8lc 8lc 8lc 9lc 11 5 2 2 #072, 9lc 11 ic 15 9lc 16 df 2 1, Rani 10 14 17 in	5 5 12 1 1 23, RA 5 5 13 1 1 124, RA 6 6 6 13 1 RANGE 7lc 9ic 14 2 2 RANGE 7lc 9ic 10 16 2 RANGE 7lc 9ic 14 2 10 15 17in	5 4 12 1 1 NGE (1) 5 4 12 1 1 1 15 5 12 1 1 16 16 7 16 13 2 2 11 4 IN 7 1c 18 16 17 7 1c 18 16 17 7 1c 18 16 17 16 17 16 17 16 17 16 17 16 17 16 17 16 17 16 17 16 17 16 17 16 17 17 16 17 17 16 17 17 16 17 17 17 17 17 17 17 17 17 17 17 17 17	8 IN., ; 9 IN. ; 10 I	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 13 10w ER-MAN, 6lc 7lc 13 10w ON, Poll 9 13 15to	POINTS: 55 11 10w PointTS: 55 6 12 10w PointTS: 18 8ic 12 1ow PointTS: 18 8 12 14to	82 55fu 7 11 20w s: 110 61c 7 12 10w s: 116 7 7 12 20w 15 8 8 11 13to	8 11 20w 8 10 12to	9 11to
Speed Attack Defense Damage Sright Manage Sr	6 7 15 1 1 ARRIOR 7 7 15 2 2 AN (R) 8lc 10 10 10 10 11 10 11 10 11 10 11 11 11	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	5 5 5 12 1 1 23, Ra 5 5 13 1 1 124, Ra 66 6 13 1 1 Range 7/lc 8/lc 14 2 2 Range 8/lc 10/lc 2 Range 8/lc 10/lc 10/l	5 4 12 1 1 10 NGE (1) 5 4 12 1 1 10 NGE (1) 5 5 12 1 1 (1) 4 IN 16 IC 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 14 20 W 10 IC 15 14 17 IC 17	8 IN., ; 8 IN., ; NO FI 6lc 7ic 10 W NO FA 6lc 8ic 13 20W 7ic 9ic 14 2 2., SPIOI 6lc 18 8ic 13 20W 10 FACTI 9 13 16in 3	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOLS SCHOOL	POINTS: 5 5 11 10w POINTS: 12 10w POINTS: 12 10w POINTS: 12 10w VTS: 18 8 12	82 5fu 7 11 20w 8: 110 6lc 7 12 10w 8: 116 7 12 20w 15 8 11	8 11 20w	9
Speed Attack Defense Damage Spiece Mattack Defense Damage Tribungs (1 CS Attack Defense Damage Tr	6 7 15 1 1 ARRIDOR 7 7 15 2 2 AAN (R) 8 8 16 2 10 16 2 11 17 2 (V) 12 10 10 12 12 18 2 2 AAN (U) 9 9 1 12 13 18 16 18 17 18 18 18 18 18 18 18 18 18 18 18 18 18	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	5 5 12 1 1 23, RA 5 5 13 1 1 124, RA GE 71C 9ic 14 2 10 15 17in 4bf 4bf 110n, P. 110	5 4 12 1 1 10 NGE (1) 5 4 12 1 1 10 NGE (1) 5 5 12 1 1 (1) 4 IN 16 IC 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 14 20 W 10 IC 15 14 17 IC 17	8 IN., ; 8 IN., ; NO FI 6lc 7ic 10 W NO FA 6lc 8ic 13 20W 7ic 9ic 14 2 2., SPIOI 6lc 18 8ic 13 20W 10 FACTI 9 13 16in 3	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 13 10w ER-MAN, 6lc 7lc 13 10w ON, Poll 9 13 15to	POINTS: 55 11 10w PointTS: 55 6 12 10w PointTS: 18 8ic 12 1ow PointTS: 18 8 12 14to	82 55fu 7 11 20w s: 110 61c 7 12 10w s: 116 7 7 12 20w 15 8 8 11 13to	8 11 20w 8 10 12to	9 11to
Speed Attack Defense Damage Daffinge Defense Damage Spiece-M Speed Attack Defense Damage Spiece-M Speed Trimons (I Speed (a Attack Defense Damage Spiece-M Speed Trimons (I Speed (a Attack Defense Damage Spiece-M Spi	6 7 15 1 1	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	5 5 12 1 1 23, Ra 5 5 13 1 1 124, Ra 6 6 6 13 1 1 124, Ra 14 2 1 10 16 16 17 16 17 17 17 18 16 17 17 18 16 17 17 18 17 18 18 18 18 18 18 18 18 18 18 18 18 18	5 4 12 1 1 10 NGE (1) 5 4 12 1 1 10 NGE (1) 5 5 12 1 1 (1) 4 IN 16 IC 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 14 20 W 10 IC 15 14 17 IC 17	8 IN., ; 8 IN., ; NO FI 6lc 7ic 10 W NO FA 6lc 8ic 13 20W 7ic 9ic 14 2 2., SPIOI 6lc 18 8ic 13 20W 10 FACTI 9 13 16in 3	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 13 10w ER-MAN, 6lc 7lc 13 10w ON, Poll 9 13 15to	POINTS: 55 11 10w PointTS: 55 6 12 10w PointTS: 18 8ic 12 1ow PointTS: 18 8 12 14to	82 55fu 7 11 20w s: 110 61c 7 12 10w s: 116 7 7 12 20w 15 8 8 11 13to	8 11 20w 8 10 12to	9 11to
Speed Attack Defense Damage Skrull W Speed Attack Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Thua Speed Attack Defense Damage Thua Speed Attack Defense Damage Thua Speed	6 7 15 1 1	5 5 5 5 13 1 1 (E) #0 6 6 13 1 1 (V) #0 6 7 14 1 1 #070, 8lc 8ic 15 2 2 #150, 8lc 17 2 #150, 8lc 17 2 #150, 8lc 17 2 17 17 18 18 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	5 5 12 1 1 23, Ra 5 5 13 1 1 124, Range 71c 8ic 14 2 2 Range 71c 16 2 Range 71c 16 2 Range 10 16 2 Range 11 17 in 4 4 4 4 4 4	5 4 12 1 1 10 NGE (1) 5 4 12 1 1 10 NGE (1) 5 5 12 1 1 (1) 4 IN 16 IC 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 14 20 W 10 IC 15 14 17 IC 17	8 IN., ; 8 IN., ; NO FI 6lc 7ic 10 W NO FA 6lc 8ic 13 20W 7ic 9ic 14 2 2., SPIOI 6lc 18 8ic 13 20W 10 FACTI 9 13 16in 3	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 13 10w ER-MAN, 6lc 7lc 13 10w ON, Poll 9 13 15to	POINTS: 55 11 10w PointTS: 55 6 12 10w PointTS: 18 8ic 12 1ow PointTS: 18 8 12 14to	82 55fu 7 11 20w s: 110 61c 7 12 10w s: 116 7 7 12 20w 15 8 8 11 13to	8 11 20w 8 10 12to	9 11to
Speed Attack Defense Damage Spiece-Mattack Defense Damage Skrull W Speed Attack Defense Damage Spiece-Mattack Defense Damage Spiece-Mattack Defense Damage Spiece-Mattack Defense Damage Spiece-Mattack Defense Damage Think	6 7 15 1 ARRIDR 7 7 15 2 ARRIDR 7 8 16 2 2 AN (E) 11ic 12 2 AN (V) 11ic 12 AN (V)	(E) #0 6 6 13 1 (V) #0 6 7 14 1 1 #070, 8lc 8lc 8lc 15 2 2, 9lc 16 2 2 11ic 17 2 17 2 18 8lc 9lc 16 17 2 1 17 2 1 17 2 1 17 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5 5 12 1 1 23, RA 6 6 6 13 1 1 124, RA 6 6 6 13 1 1 124, RA 14 2 14 12 15 10 16 16 2 RA 15 17 16 15 17 17 17 17 17 18 17 17 18 17 17 18 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	5 4 12 1 1 10 NGE (1) 5 4 12 1 1 10 NGE (1) 5 5 12 1 1 (1) 4 IN 16 IC 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 14 20 W 10 IC 15 14 17 IC 17	8 IN., ; 8 IN., ; NO FI 6lc 7ic 10 W NO FA 6lc 8ic 13 20W 7ic 9ic 14 2 2., SPIOI 6lc 18 8ic 13 20W 10 FACTI 9 13 16in 3	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 13 10w ER-MAN, 6lc 7lc 13 10w ON, Poll 9 13 15to	POINTS: 55 11 10w PointTS: 55 6 12 10w PointTS: 18 8ic 12 1ow PointTS: 18 8 12 14to	82 55fu 7 11 20w s: 110 61c 7 12 10w s: 116 7 7 12 20w 15 8 8 11 13to	8 11 20w 8 10 12to	9 11to
Speed Attack Defense Damage Skrull W Speed Attack Speed Attack Defense Damage Skrull W Speed Attack Defense Damage Thua Speed Attack Defense Damage Thua Speed Attack Defense Damage Thua Speed	6 7 15 1 1	5 5 5 5 13 1 1 (E) #0 6 6 13 1 1 (V) #0 6 7 14 1 1 #070, 8lc 8ic 15 2 2 #150, 8lc 17 2 #150, 8lc 17 2 #150, 8lc 17 2 17 17 18 18 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	5 5 12 1 1 23, Ra 5 5 13 1 1 124, Range 71c 8ic 14 2 2 Range 71c 16 2 Range 71c 16 2 Range 10 16 2 Range 11 17 in 4 4 4 4 4 4	5 4 12 1 1 10 NGE (1) 5 4 12 1 1 10 NGE (1) 5 5 12 1 1 (1) 4 IN 16 IC 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 7 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 15 2 (1) 6 IN 17 IC 8 IC 14 20 W 10 IC 15 14 17 IC 17	8 IN., ; 8 IN., ; NO FI 6lc 7ic 10 W NO FA 6lc 8ic 13 20W 7ic 9ic 14 2 2., SPIOI 6lc 18 8ic 13 20W 10 FACTI 9 13 16in 3	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 13 10w ER-MAN, 6lc 7lc 13 10w ON, Poll 9 13 15to	POINTS: 55 11 10w PointTS: 55 6 12 10w PointTS: 18 8ic 12 1ow PointTS: 18 8 12 14to	82 55fu 7 11 20w s: 110 61c 7 12 10w s: 116 7 7 12 20w 15 8 8 11 13to	8 11 20w 8 10 12to	9 11to
Speed Attack Defense Damage Daffinge Speed Attack Speed Attack Defense Damage Spiece-M Speed Attack Defense Damage Spiece-M Speed Attack Defense Damage Spiece-M Speed Attack Defense Damage Tribus (1 Speed Attack Defense Damage Damag	6 7 15 1 15 17 7 7 7 15 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	(E) #0 6 6 13 1 (V) #0 6 7 14 1 #070, 8lc 8lc 8lc 15 2 2 #071, 8lc 117 2 9lc 117 2 9lc 117 2 9lc 117 2 9lc 117 17 14 17 150, 8lc 9lc 16 14 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	5 5 12 1 1 23, Ra 5 5 5 13 1 1 124, Ra 6 6 6 13 1 1 Range 7/lc 8/lc 10/lc 16 2 Range 15 2 2 Range 10 10 15 17/ln 4bf 17/ln 4bf 17/ln 4bf 11 1 1	5 4 12 1 1 10 15 4 12 1 1 12 1 1 12 1 1 12 1 1 12 1 1 1 1	8 IN., ; 8 IN., ; NO FI 6lc 7ic 10 W NO FA 6lc 8ic 13 20W 7ic 9ic 14 2 2., SPIOI 6lc 18 8ic 13 20W 10 FACTI 9 13 16in 3	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 13 10w ER-MAN, 6lc 7lc 13 10w ON, Poll 9 13 15to	POINTS: 55 11 10w PointTS: 55 6 12 10w PointTS: 18 8ic 12 1ow PointTS: 18 8 12 14to	82 55fu 7 11 20w s: 110 61c 7 12 10w s: 116 7 7 12 20w 15 8 8 11 13to	8 11 20w 8 10 12to	9 11to
Speed Attack Defense Damage Sripter-M Speed Attack Speed Attack Defense Damage Sripter-M Speed Attack Defense Damage Sripter-M Speed Attack Defense Damage Tripter-M Speed Damage Tripter-M Speed Tripter-M Speed Damage Tripter-M Speed Tripter-M Spe	6 7 15 1 ARRIDAR 7 7 15 2 ARRIDAR 7 7 15 2 ARRIDAR 7 8 16 2 2 ARRIDAR 9 10 11 10 10 10 10 10 10 10 10 10 10 10	(E) #0 6 6 13 1 #0 6 6 7 144 1 #070, 8lc 8lc 15 2 #072, 9lc 15 2 #072, 9lc 17 2 #150, 8lc 2 #072, 8lc 17 2 11c 17 17 17 17 17 17 17	5 5 12 1 1 23, Ra 6 6 6 13 1 1 24, Ra 6 6 6 13 1 1 Range 7lc 8ic 14 2 Range 7lc 9ic 15 2 Range 7lc 2 Range 7lc 2 10ic 16 2 Range 7lc 2 10ic 16 2 14 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5 4 12 1 1 10 15 4 12 1 1 12 1 1 12 1 1 12 1 1 12 1 1 1 1	8 IN., ; 8 IN., ; NO FI 6lc 7ic 10 W NO FA 6lc 8ic 13 20W 7ic 9ic 14 2 2., SPIOI 6lc 18 8ic 13 20W 10 FACTI 9 13 16in 3	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 13 10w ER-MAN, 6lc 7lc 13 10w ON, Poll 9 13 15to	POINTS: 55 11 10w PointTS: 55 6 12 10w PointTS: 18 8ic 12 1ow PointTS: 18 8 12 14to	82 55fu 7 11 20w s: 110 61c 7 12 10w s: 116 7 7 12 20w 15 8 8 11 13to	8 11 20w 8 10 12to	9 11to
Speed Attack Defense Damage Spieder Attack Defense Damage Skrull W Speed Attack Defense Damage Spieder Attack Defense Damage Spieder Attack Defense Damage Spieder Attack Defense Damage Spieder Attack Defense Damage Thura	6 7 7 15 1 15 1 15 2 AARRIOR 7 7 7 8 16 2 2 AN (P) 9lc 11ic 12ic 18 1 10lic 18 1 10lic 18 1 10lic 18 1 18 1 18 1 18 1 18 1 18 1 18 1 18	(E) #0 6 6 13 1 (V) #0 6 6 7 4 1 1 #070, 8lc 9ic 6 15 2 2 #09ic 11 7 2 0, 8lc 9ic 16df 2 1, Rann 10 14 17in 3 bf 4 5 12 1 1 NNO FACT 1	5 5 12 1 23, Ran 23, Ran 23, Range 71c 81c 14 2 Range 71c 91c 16 17 10 15 17 10 15 17 10 15 17 10 10 15 17 10 10 10 10 10 10 10 10 10 10 10 10 10	5 4 12 1 1 10 MGE (11) 5 5 5 12 1 1 (1) 4 IN 7/1c 13 2 (1) 4 IN 7/1c 8/1c 14 2 2 (1) 6 IN 7/1c 8/1c 14 2 0 W 10 IN, 19 9 14 17/in 3 0 DINTS: 8	8 IN., ; 8 IN., ; NO FI 6lc 7ic 10 W NO FA 6lc 8ic 13 20W 7ic 9ic 14 2 2., SPIOI 6lc 18 8ic 13 20W 10 FACTI 9 13 16in 3	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 13 10w ER-MAN, 6lc 7lc 13 10w ON, Poll 9 13 15to	POINTS: 55 11 10w PointTS: 55 6 12 10w PointTS: 18 8ic 12 1ow PointTS: 18 8 12 14to	82 55fu 7 11 20w s: 110 61c 7 12 10w s: 116 7 7 12 20w 15 8 8 11 13to	8 11 20w 8 10 12to	9 11to
Speed Attack Defense Damage Sripter-M Speed Attack Speed Attack Defense Damage Sripter-M Speed Attack Defense Damage Sripter-M Speed Attack Defense Damage Tripter-M Speed Damage Tripter-M Speed Tripter-M Speed Damage Tripter-M Speed Tripter-M Spe	6 7 15 1 ARRIDAR 7 7 15 2 ARRIDAR 7 7 15 2 ARRIDAR 7 8 16 2 2 ARRIDAR 9 10 11 10 10 10 10 10 10 10 10 10 10 10	(E) #0 6 6 13 1 #0 6 6 7 144 1 #070, 8lc 8lc 15 2 #072, 9lc 15 2 #072, 9lc 17 2 #150, 8lc 2 #072, 8lc 17 2 11c 17 17 17 17 17 17 17	5 5 12 1 1 23, Ra 6 6 6 13 1 1 24, Ra 6 6 6 13 1 1 Range 7lc 8ic 14 2 Range 7lc 9ic 15 2 Range 7lc 2 Range 7lc 2 10ic 16 2 Range 7lc 2 10ic 16 2 14 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	5 4 122 1 1 12 1 1 12 1 1 1 1 1 1 1 1 1 1	8 IN., ; 8 IN., ; NO FI 6lc 7ic 10 W NO FA 6lc 8ic 13 20W 7ic 9ic 14 2 2., SPIOI 6lc 18 8ic 13 20W 10 FACTI 9 13 16in 3	SKRULLS SKRULLS SKRULLS SKRULLS SCHOOL, 1 5lc 6 12 10w CTION, F 6lc 7lc 13 10w ER-MAN, 6lc 7lc 13 10w ON, Poll 9 13 15to	POINTS: 55 11 10w PointTS: 55 6 12 10w PointTS: 18 8ic 12 1ow PointTS: 18 8 12 14to	82 55fu 7 11 20w s: 110 61c 7 12 10w s: 116 7 7 12 20w 15 8 8 11 13to	8 11 20w 8 10 12to	9 11to

THUG (V) #015, NO FACTION, POINTS: 10
Speed 6 5 4
Attack 7 6 5 4
Defense 14 13 13 12
Damage 2 1 1

SCRYE

10re 2

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        Utrron (R) #133, RANGE (2) 10 Ns., NO FACTION, POWTS: 111

        Speed (cf) 10
        10
        9
        9
        8
        8
        7

        Attack
        12ep
        12ep
        11ep
        11
        0
        10
        9

        Defense
        17in
        16in
        14t
        13t
        13
        12

        Damage
        3
        3
        3
        2
        2
        2

Ultrion (E) #134, Range (2) 10 in., Minions or Doom, Point's: 139
Speed (cf) 10 10 9 9 8 8 7 7 7
Attack 13ep 13ep 12ep 12 11 11 10 10
Defense 18in 16in 14to 14to 13to 13to 13to 12 12
Damage 3 3 3 3 3 2 2 2
Ultrion (V) #135, RANGE (3) 10 M., MIASTERS OF EVIL, POINTS: 188
Speed (cf) 12 10 9 9 9 8 8 7
Speed (cf) 12 10 12 12 12 11 11 10
Defense 18in 17in 16in 14to 14to 13to 13to 12
Damage 3 3 3 3 3 3 2 2
| Vision (I) | First | Signature | Vision (I) | Vision (I
                                                                                                                                                                                                                                                                                                                                                            7ph
9
13
                                                                                                                                                                                                                                                                                                                           7ph
9
13
2
VILTURE (R) #046, NO FACTION, POINTS: 15
Speed (cf) 8 7 6 5 4
Attack 7 6 5 4 4
Defense 15 14 13 12 11
Damage 1 1 1 1 1
VILTURE (E) #047, SMISTER SYNDICATE, POINTS: 20
Speed (cf) 8 8 7 6 5
Attack 7 6 5 4 4
Defense 15 14 13 12 11
Damage 1 1 1 1 1 1
Vulture (V) #048, NO FACTION, POINTS: 24
Speed (cf)8ch 8 7 6 5
Attack 8 6 5 4 4
Defense 16 14 13 12 11
Damage 2 1 1 1 1
WASP (R) #034, PANGE (1) 4 IN., NO FACTION, POINTS: 24
Speed (cf) 8 6 5 4
Attack 7ic 6 5 4
Defense 18 16 15 13
Damage 2 1 1 1
 Wase (E) #035, Ramee (1) 4 m., Avengers, Points: 33
Speed (cf) 8 7 6 5 4
Attack 7ic 6ic 5 4 4
Defense 18 17 15 13 12
Damage 2 2 1 1 1
 Wase (V) #036, Rance (1) 6 km., Avenders, Points: 37
Speed (cf) 8 8 7 6 5
Attack 8ic 7ic 6ic 5 4
Defense 18 17 17 15 13
Damage 2 2 1 1 1
 Wasp (U) #143, Ranse (1) 4 in., Aveneers, Points: 44
Speed (cf) 8 8 7 6 5
Attack 8ic 7ic 6ic 5 4
Defense 19 17 17 15 13
Damage 2le 2le 1le 1le 1
 | Windowson (E) #095, Shirster Synoicate, Points: 32
| Speed | 12fu | 11fu | 11fu | 10 | 10 | 9
| Attack | 8 | 7 | 6 | 5 | 4
| Defense 15eh 15eh 14eh 13eh | 13
| Damage | 2 | 1 | 1 | 1 | 1

        WHIRLWING (V) #096, MASTERS OF EVIL, POINTS: 41

        Speed
        12fu
        12fu
        11fu
        11
        10
        10

        Attack
        8
        8
        7
        7
        6
        5

   Defense 16eh 15eh 15eh 14eh 14eh Damage 3 2 2 1 1
 WOLFSRAWE (R) #028, X-MEN, POINTS: 28
Speed 6 8 8 7 6
Attack 6 7bl 8bl 7bl 6
Defense 14 15 15 15 14
Damage 1 2 2 1 1
 Wolfsame (E) #029, X-Men, Points: 32
Speed 6 9 8 7 7
Attack 7 8bi 9bi 8bi 7
Defense 14 15 15 15 14
Damage 1 2 2 2 1

        Wolfsbane (V) #030, X-Men, Points: 39

        Speed 6
        10
        9
        8
        7

        Attack 7
        10bl 9bl 8bl 7b

        Defense 14
        15
        15
        15
        15

        Damage 1
        2
        2
        2
        1

                                                                                                                                                                                       7bl
15
1

        Wolverine (R)
        #073, no faction, Points: 44

        Speed
        8st
        6st
        5
        5
        4

        Attack
        9bl
        9bl
        8bl
        7bl
        6bl

        Defense
        15to
        14to
        13
        13re
        12re

        Damage
        2
        2
        2bf
        1bf
        0bf

                                                                                                                                                                                                                               11re
     Wolverine (E) #074, X-Men, Points: 61
Speed 8st 7st 6st 5 5
Attack 10bl 9bl 8bl 7bl 7b
Defense 15to 14to 13 13 12r
Damage 2 2 2bf 2bf 1br
                                                                                                                                                                                                                               6bl
                                                                                                                                                                                         12re
1bf
                                                                                                                                                                                                                               11re 11re

        Wolverne
        (V)
        #075, X-Men, Points: 75

        Speed
        8st
        8st
        7st
        7st
        6

        Attack
        10bl
        10bl
        9bl
        8bl
        7bl

        Defense
        16to
        15to
        14
        13
        12re

        Damage
        2
        2
        2bf
        2bf
        2bf

                                                                                                                                                                                                                            5 4
7bl 6bl
11re 11re
1bf 1bf
     WOLVERINE (U) #149, NO FACTION, POINTS: 64
     4
8bl
                                                                                                                                                                                                                                                            7bl
```



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SCIVE is the most accurate and current source of game card prices. This price guide is designed to address the needs of both the novice

The prices in the guide have been obtained from regional retail outlets across the country to give you the most accurate picture of the current market trends, and to give you an idea of current national selling prices.

Only A Guide...

SCRYE listings are to be used only as a guide. Prices herein do not represent an offer to buy or sell by the staff, or any support retailer. The SCRYE Guide indicates what price stores around the country are selling collectible cards for, not what a reader could sell cards to a store for. Stores, in general, pay less than half the price of what they can sell a card for, and many do not buy in-print single cards at all.

The Numbers: What They Mean

The SCRYE price system is based on quartiles. There is no HIGH or LOW price in SCRYE. We give you three figures, not to confuse you but to allow you to note cards which have wide regional ranges and the cards that are firmly set in a certain range.

The Upper and Lower Quartiles give a good indication of the validity of the Median price. A large difference between the quartiles and the Median indicates that there is considerable variation in prices that we received. If the Median figure differs greatly from the Upper and Lower Quartile values, then the range of prices nationally was wide. If the Upper and Lowe Quartiles are very close in price to the Median, then the range is very small.

What's A Quartile?

Between 1 and 100 there are 3 quartiles: 25%, 50%, and 75%. The prices in SCRYE show the Upper Quartile (75%) and the Lower Quartile (25%). The SCRYE prices, therefore, represent the 50% range of prices (from 25% to 75%). 25% of the prices were higher than the Upper price and 25% were lower than the Lower price. The Median is the true Median of all data collected.

The first column, labeled UPPER, is the upper quartile of the prices that we received. The second column, MEDIAN, is the median price of the card and the third column, LOWER, is the lower quartile of all the prices that we received. The Median is similar to the average but is a better representation of the value because it is less affected by large variations in prices than a simple average would be.

Why Aren't There Prices **For Every Set?**

SCRYE uses real data from retail stores. If enough stores don't report activity for a set, we can't generate reliable prices. In general, every broadly-traded set seeing monthly price changes appears in Scrye. For lists and prices for all sets (including those that never change) consult our Scrye Collectible Card Game Checklist & Price Guide book.

Arrows: Arrows represent a change in Median price from the previous issue.

- higher than the Median price in the previous issue
- lower than the Median price in the previous issue

Buying Cards? When you buy cards from a mailorder company, always ask these questions before making a decision:

- · What condition is the card in?
- · How much is the shipping cost?
- Is the card in stock?
- · How long will it take to receive it?
- What are my payment options?
- How long has this company been in business?

Good

Fine

Near Mint

Mint

Carthe



Grading Guide

This simplified grading guide gives basic categories for the condition of name cards and annlies to all of the collectible card games. SCRYE card prices are based on Near Mint or Mint condition cards.

However, with card sets that are highly collectible, such as Magic: The Gathering Alpha and Beta. Mint condition cards may command a premium price much higher than the Near Mint price, because perfect cards from those sets are extremely hard to find.

NOTE: Most tournament rules only allow playdecks to have cards all in the same condition, so that an obviously played card cannot be easily identified from the rest of the playdeck.

Mint: This is a card that is perfect in every way.

Near Mint: This (probably) unplayed card shows almost no wear. It may have a few minor scratches or

slight marks on the edges. Generally, collectors seek only Mint and Near Mint cards.

.Fine: This card has obviously been played, but not heavily. It lacks marks that would make it easily identifiable. It has some minor scratches and/or less than perfect edges. It will show less than 1/16" depth of white along one or two edges of one face of the card. It may have a minor crease that is only visible close up.

Good: This card has a played look to it. It will have white showing on three or four edges on both faces. It may also have more than 1/16" depth of white showing on an edge on the back face of the card. It may also be a card that looks like a Near Mint card except for one distinguishing wear feature, such as a slight tear or easily identifiable crease. It may also have permanent black marks from dirt. It is only

acceptable for play if it cannot be easily distinuished from the other cards in the play deck.

Poor: Any card in less than Good condition.

Misprints & Errors: If a card is damaged in the factory by being irregularly cut or crimped, it often has no value. However, an irregularly printed card or a printing error which causes an oddity (such as a black card back or the wrong card back) may be sought-after by a collector who is focusing on oddities. If a card has a text/icon/art error that is later corrected, it may have a premium value.

Autographed Cards: So far, an autograph has not lowered a card's value: to some people, an autograph increases the card's value. A card autographed by the game's designer or the card artist is of more value to a collector. A card autographed and augmented by the game's designer is even better!

MAGIC: THE GATHERING SETS

Magic: The Gathering Basic Editions Alpha: Black-bordered, larger rounded corners than all other printings. Illus. © (Name of artist) Beta: Black-bordered. Illus. © (Name of artist) Collector's Edition: Gold-bordered backs with square-cut corners. Illus. © (Name of artist) Unlimited: White-bordered. Illus. © (Name of artist)

Revised: White-bordered, early printings were pale/light. Illus. @ (Name of artist) Fourth Edition: White-bordered, @1995 Wizards of the

Coast, inc. Fifth Edition: White-bordered, ©1997 Wizards of the

Classic Edition: Also referred to as 6th Edition. Whitebordered, @1993-1999 Wizards of the Coast, Inc. Cards are numbered #/350

Seventh Edition: White-hordered TM & @1993,2001 Wizards of the Coast, Inc.

*Chronicles: White-bordered expansion card ©1995 Wizards of the Coast, Inc. Chronicles cards retain their original expansion symbol but have white borders.

**Note that basic edition (RV/4/5) cards have no expansion symbols. They are removed when the cards are included in the White-bordered set.

Expansion Symbols

*

(2)

Arablan Nights: Scimitar

Antiquities: Anvil

Legends: Greek Column Top

The Dark: Crescent Moon

Fallen Empires: Crown

Ice Age: Snowflake

Homelands: Circular World

Symbol

Alliances: Pennant

Mirage: Palm Tree

Visions: "V"

Astral: Shooting Star

MicroProse Computer Game: Aswan Jaguar 6x9 pr

Portal: Circular Symbol

Weatherlight: Open Book

Tempest: Cloud with Lightning Bolt



Stronghold: Door with Portcullis

Exodus: Bridge

Unglued: Broken Egg

Urza's Saga: Gears

Urza's Legacy: Hammer

Classic Edition : Roman Numeral "6"

Urza's Destiny: Flask

Mercadian Masques: Mask

Nemesis: Halberd

Prophecy: Crystal

Invasion: Coalition Symbol

Planeshift: Gate Symbol Seventh Edition: "7" Symbol

Apocalypse: Mask

Odyssey: Mirari Orb



Symbol Color Key (Exodus on): Gold=Rare, Silver=Unco

Alpha, Beta, Unlimited, Revised, etc.:

There are four printings of the most expensive Magic: The Gathering cards (The Black Lotus and the five Moxes): Alpha. Beta, Unlimited & Collector's Edition. Alpha was the first printing for M:TG (295 cards). Beta, the second printing, had 7 cards added which were not found in the Alpha Set: CoP: Black, Volcanic Island, Swamp-Two Branch, Mountain-Green Branch, Plains-Pink Horizon, Island-Red, Forest-Eyes (302 cards). These were the only black-bordered printings of The Gathering series. The Unlimited Edition of The Gathering was identical in size and content to Beta; however, the cards had white borders (302 cards). (e.g., A white-bordered Black Lotus is from the Unlimited series.) The Collector's Edition cards have gold borders on the card backs and square corners, but have black borders on the card faces. Because the Collector's Edition was not designed to play with, the Black Lotus and the Moxes in it are not in high demand.

Rarity: c, U, and R denotes which press sheet the card is found on. There were two sheets (Uncommon and Common) in Arabian Nights, Antiquities, Legends, The Dark and Fallen Empires. Three Sheets were used in the first four printings of the main Magic: The Gathering series and Legends. Four Sheets were used in Ice Age and Fourth Edition, and there was an extra sheet for Land cards for Starter decks. A number denotes how many times the card appeared on the press sheet (e.g., a U1 = the card appeared once on the Uncommon sheet, U3 = the card appeared three times on the Uncommon sheet). Rarity is determined by the total number of cards printed. (e.g., A U1 card is more rare than a U2 or U3 card because there were fewer U1 cards printed). F denotes a card that's found in particular starter decks only. PC denotes a card that's in pre-constructed decks.

Magic: The Gathering

Card Color Key Artifact

Green Gold/Multi

Red

Blue White

Lord of the Rings **Card Culture Key**

Shadow Cuitures IS: Isengard

MO: Moria Ringwraith SA: Sauron

Free Peoples Cultures Ca-Gandalf

Condor

Shire

Unique

Mage Knight

Figure Rank Key

Standard

SCRYE





Alpha 290 Cards

4,150.00 4,100.00 44,050.00 2,593.75 2,562.50 42,531.25 3,838.75 3,792.50 43,746.25 278.50 275.00 275.00 131.75 130.00 130.00

		,	230 6	ai us
Alpha Set		4,150.00	4,100.00 🛦	4.050.00
Alpha Starter Box			2,562.50 🛦	2.531.25
Alpha Booster Box		3,838.75	3,792.50	3,746.25
Alpha Starter Deck		278.50	275.00	275.0
Alpha Booster Pack		131.75	130.00	130.0
CARD NAME	COL	RAR UPPE	D MEDIAL	LOWE
Air Elemental	UUL	U 2.80		
Ancestral Recall	U	R200.00		1.9
Animate Artifact	Ŭ	U 2.40	2.10	1.9
Animate Dead	В	U 2.70	2.30	2.0
Animate Wall	W	R 7.90	7.40	7.0
Ankh of Mishra	A	R 8.70	8.00	7.80
Armageddon	W	R 40.25	35.00	33.75
Aspect of Wolf	G	R 9.40	7.40	7.00
Bad Moon	В	R 29.00	26.25	25.00
Badlands	L	R 52.50	50.00	47.50
Balance	W	R 33.50	30.75	30.00
Basalt Monolith	A	U 3.00	2.90	2.30
Bayou	L	R 52.50	50.00	46.00
Benalish Hero	W	C 1.00	1.00	1.00
Berserk Birds of Baradias	G	U 42.00		30.50
Birds of Paradise Black Knight	В	R100.00 U 7.00	89.75	78.75 6.20
Black Lotus	A	U 7.00 R500.75	6.80	400.00
Black Vise	A	U 6.40	437.50 ¥ 5.00	4.80
Black Ward	ŵ	U 2.40	2.10	1.90
Blaze of Glory	W	R 36.75	28.00	28.00
Blessing	W	R 11.25	9.00	8.00
Blue Elemental Blast	U	C 1.00	1.00	1.00
Blue Ward Bog Wraith	W	C 1.00 U 2.30	2.00	1.60
Bog Wraith	В	U 2.40	2.10	1.90
Braingeyser	U	R 25.25	25.00	25.00
Burrowing	R	U 2.40	2.10	1.90
Camouflage	G	U 5.00	5.00	4.80
Castle	W	U 2.40	2.10	2.00
Celestial Prism	A	U 2.40	2.10	2.00
Channel	G	U 2.40	2.10	1.90
Chaos Orb	A	R 89.00	86.00 🛦	80.50
Chaoslace Circle of Protection: Blue	R	R 6.00 C 1.00	5.00	4.80
Circle of Protection: Green	W	C 1.00 C 1.00	1.00 1.00	1.00
Circle of Protection: Red	W	C 1.00	1.00	1.00
Circle of Protection: White	W	C 1.00	1.00	1.00
Clockwork Beast	A	R 8.60	7.30	7.00
Clone	U	U 10.00	7.30 10.00	9.90
Cockatrice	G	R 15.00	13.75 ▲	12.00
Consecrate Land	W	U 11.25	6.80 ▲	4.80
Conservator	A	U 2.40	2.10	1.90
Contract from Below	В	R 11.50	7.60 ▼	7.10
Control Magic	U	U 4.50	3.70	2.30
Conversion	W	U 2.40	2.10	1.90
Copper Tablet	A	U 7.50 R 22.25	5.80 ▼	2.80
Copy Artifact	U	R 22.25	20.00	19.75
Counterspell Craw Wurm	U	U 13.00	12.25	4.60
Creature Bond	G	C 1.00 C 1.00	1.00	1.00
Crusade	W	C 1.00 R 29.00	1.00 26.50	1.00 25.00
Crystal Rod	A	U 2.40	2.10	1.90
Cursed Land	В	U 2.40	2.10	1.90
Cyclopean Tomb .	A	R 52.50	50.00	50.00
Dark Ritual	В	C 3.80	2.40	1.30
Darkpact	В	R 6.20	5.50	5.00
Death Ward	W	C 1.00	1.00	1.00
Deathgrip	В	U 2.40	2.10	2.00
Deathlace	В	R 5.20	5.00	5.00
Demonic Attorney	В	R 8.60	6.90	6.00
Demonic Hordes	В	R 21.00	20.00	20.00
Demonic Tutor	В	U 18.75	17.00 ▼	5.60
Dingus Egg	A	R 10.50	10.00	9.90
Disintegrate	R	C 2.40	2.00	3.20 1.90
Disrupting Scepter	A	R 17.00	14.00 ▼	12.50
Dragon Whelp	R	U 3.90	3.60	3.10
Drain Life	В	C 2.00	2.00	1.90
Drain Power	U	R 10.50	10.00	9.90
Drudge Skeletons	В	C 1.00	1.00	1.00
Dwarven Demolition Team	R	U 4.90	4.20 ▲	2.60
Dwarven Warriors	R	C 1.00	1.00	1.00
Earth Elemental	R	U 2.40	2.10	1.90
Earthbind	R	C 1.00	1.00	1.00
Earthquake Elvish Archers	R G	R 17.25 R 15.50	15.00	14.75
Evil Presence	В		14.00 %	12.50
False Orders	R	U 2.40 C 3.10	2.10 1.90	1.90
Farmstead	W	R 8.20	7.30	7.00
Fastbond	G	R 15.50	13.50 ▼	10.75
Fear	В	C 1.00	1.00	1.00
Feedback	Ū	U 2.40	2.10	1.90
Fire Elemental	R	U 2.40	2.10 2.10	1.90
Fireball	R	C 4.40	4.00	4.00
Firebreathing	R	C 1.00	1.00	1.00
Flashfires	R	U 2.70	2.30	2.00
Flight	U	C 1.00	1.00	1.00
Fog	G	C 1.00	1.00	1.00
Force of Nature	G	R 22.00	15.50	12.00
Forcefield Forcet (2 versions)	A			100.00
Forest (2 versions) Fork	L R	C 1.00 R 42.00	1100	1.00
Frozen Shade	В	R 42.00 C 1.00	40.00	39.00
Fungusaur	G	R 13.25	8.70	1.00
Gaea's Liege	G	R 14.50	11.50 ▼	8.10 10.25
Gauntlet of Might	A		110.00	110.00
Giant Growth	G	C 1.80	1.00	1.00

Giant Spider Glasses of Urza Gloom Goblin Balloon Brigade	G A B	C 1.00 U 2.40 U 2.40 U 2.40	2.10 2.10 2.10	1.00 1.90 1.90 1.90
Goblin King Granite Gargoyle Gray Ogre	R R R	R 15.50 R 15.25 C 1.00	14.25	10.25 12.50 1.00
Green Ward Grizzly Bears	W	U 2.40 C 1.00	2.10	1.90
Guardian Angel Healing Salve Helm of Chatzuk	W		1.00	1.00
Hill Giant	A R	R 9.40 C 1.00	1.00	1.00
Holy Armor Holy Strength Howl from Beyond	W	C 1.00 C 1.00 C 1.40	1.00	1.00 1.00 1.00
Howling Mine Hurloon Minotaur	A	R 26.25 C 1.00	25.00	23.00
Hurricane Hypnotic Specter	G B	U 4.70 U 11.00	3.50 v 10.50	2.30 4.10
Ice Storm Icy Manipulator	G A	U 17.00 U 40.00	40.00	4.30 32.50
Illusionary Mask Instill Energy Invisibility	G	R 41.50 U 2.40 C 4.50	2.10	1.90
Iron Star Ironclaw Orcs	AR	U 2.40 C 1.00	040	1.90
Ironroot Treefolk Island (2 versions)	G	C 1.00	1.00	1.00 1.00
Island Sanctuary Ivory Cup Jade Monolith	A A	R 11.25 U 2.40 R 10.00	2.10	1.90
Jade Statue Jayemdae Tome	A	U 14.25	9.80 4	7.80
Juggemaut Jump	A	U 7.40 C 1.00	12.75 V 7.00 1.00	3.30 1.00
Karma Keldon Warlord	W	U 2.40 U 3.00	2.10	1.90 2.30
Kormus Bell Kudzu	G	R 10.00 R 8.80	6 50 ¥	5.20
Lance Ley Druid Library of Leng	G	U 2.40 U 2.40 U 2.60	2.10 2.10 2.10	1.90 1.90 1.90
Lich Lifeforce	B	R 46.75 U 2.40	43.75 4	40.75 1.90
Lifelace Lifetap	G	R 5.20 U 2.40	5.00	4.60
Lightning Bolt Living Artifact	G	C 7.90 R 8.20	7.50 A 7.30 V	6.30
Living Lands Living Wall Llanowar Elves	G A G	R 8.20 U 3.00 C 3.50	7.30 V 2.90 1.70	6.30 2.30 1.10
Lord of Atlantis Lord of the Pit	U	R 17.00 R 22.75	13.25 V	10.75
Lure Magical Hack	G	U 2.40 R 10.25	2.10 7.80 V	1.90 6.40
Mahamoti Djinn Mana Flare	R	R 25.00 R 19.25	25.00 16.00 V	22.50 14.25
Mana Short Mana Vault Manabarbs	U A	R 11.25 R 18.25	10.00 15.75 V	9.90 15.00
Meekstone Merfolk of the Pearl Tr	R A U	R 10.00 R 11.75 C 1.00	10.25 ▼	9.00 9.20 1.00
Mesa Pegasus Mind Twist	W	C 1.00 R 16.25	1.00 14.75 V	1.00
Mons's Goblin Raiders Mountain (2 versions)	R	C 1.00 C 1.00	1.00	1.00 1.00
Mox Emerald Mox Jet	A	R200.00 R202.00	200.00	200.00
Mox Pearl Mox Ruby Mox Sapphire	AAA	R200.00 R205.75	200.00	200.00
Natural Selection Nether Shadow	G	R219.25 R 31.25 R 10.50	212.50 30.00 10.25	202.50 30.00 9.90
Nettling Imp Nevinyrral's Disk	B	U 2.40 R 47.50	2.10 47.50	2.00
Nightmare Northern Paladin	B	R 31.50 R 12.00	30.00	25.00 9.90
Obsianus Golem Orcish Artillery Orcish Oriflamme	A R R	U 2.40 U 2.40 U 3.00	2.10	1.90 1.90 2.30
Paralyze Pearled Unicorn	B	U 3.00 C 1.00 C 1.00	2.90 1.00 1.00	1.00 1.00
Personal Incarnation Pestilence	W B	R 12.00 C 1.00	12.00	11.25 1.00
Phantasmal Forces Phantasmal Terrain	U	U 2.40 C 1.00	2.10 1.00	1.90 1.00
Phantom Monster Pirate Ship Plague Rate	U	U 2.40 R 10.25	9.00 ▼	1.90 8.10
Plague Rats Plains (2 versions) Plateau	B L	C 1.00 C 1.00 R 53.50	1.00 1.00 50.00	1.00 1.00 47.00
Power Leak Power Sink	U	C 1.00 C 1.00	1.00	1.00
Power Surge Prodigal Sorcerer	R	R 10.00 C 1.90	7.70 1.30 🛦	7.00 1.00
Psionic Blast Psychic Venom Purelace	UW	U 29.75 C 1.00 B 6.00	28.50 A 1.00	1.00
Purelace Raging River Raise Dead	R B	R 6.00 R 46.75 C 1.00	5.00 43.75 A 1.00	5.00 40.75 1.00
Red Elemental Blast Red Ward	R	C 1.00 U 2.30	1.00	1.00
Regeneration Regrowth	G	C 1.00 U 10.75	1.00	1.00 10.00
Resurrection Reverse Damage	W	U 2.40 R 12.25	2.10 9.50	2.00 9.00
Righteousness Roc of Kher Ridges Rock Hydra	W R R	R 10.75 R 12.25 R 18.25	9.50 10.00 12.75 ▼	9.00 9.90 8.90
	"	N 10.23		0.90

<u> </u>				710
Rod of Ruin	A	U 2.80	2.70	2.20
Royal Assassin	B	R 35.00	35.00	33.50
Sacrifice	В	U 2.20	2.10	1.90
Samite Healer	W	C 1.00	1.00	1.00
Savannah	L	R 52.50	50.00	47.25
Savannah Lions	W	R 21.50	19.25 🔻	16.00
Scathe Zombies	В	C 1.00	1.00	1.00
Scavenging Ghoul	В	U 2.40	2.10	2.00
Scrubland	L	R 52.50	50.00	47.25
Scryb Sprites	G	C 1.00	1.00	1.00
Sea Serpent Sedge Troll	U R	C 1.00 R 12.50	1.00	1.00
Sengir Vampire	B	U 13.50	10.50 ▼ 11.75	8.50 4.10
Serra Angel	W	U 24.50	21.25	6.60
Shanodin Dryads	G	C 1.00	1.00	1.00
Shatter	R	C 1.00	1.00	1.00
Shivan Dragon	R	R 53.50	50.00	45.00
Simulacrum	В	U 2.40	2.10 12.25	1.90
Sinkhole	В	C 15.00	12.25	7.00
Siren's Call	U	U 2.40	2.10 7.30	1.90
Sleight of Mind	U	R 8.20	7.30	7.00
Smoke Sol Ring	R	R 8.40 U 20.00	6.70▼	6.10
Soul Net	A	U 20.00 U 2.40	19.50 2.10	18.25 1.90
Spell Blast	Ü	C 1.00	1.00	1.00
Stasis	Ŭ	R 14.25	11.00 ▼	8.60
Steal Artifact	Ŭ	U 2.40	2.10	1.90
Stone Giant	R	U 2.40	2.10	2.00
Stone Rain	R	C 1.80 C 1.00	1.00	1.00
Stream of Life	G		1.00	1.00
Sunglasses of Urza	A	R 9.00	7.10 v 1.00	5.40
Swamp (2 versions) Swords to Plowshares	L	C 1.00		1.00
Taiga	L	U 7.90 R 53.50	6.10	3.10
Terror	В	C 1.00	50.00 1.00	47.25 1.00
The Hive	A	R 10.25	8.30 ▼	6.40
Thicket Basilisk	G	U 2.40	2.10	1.90
Thoughtlace	U	R 6.60	5.50	4.60
Throne of Bone	A	U 2.90	2.30 ▼	2.00
Timber Wolves	G	R 10.00	7.20 🛦	5.10
Time Vault	A	R 74.75	71.75 🛦	70.00
Time Walk	U	R237.50	230.00	190.00
Timetwister	U	R167.50 C 1.70	167.50	145.00
Tranquility Tropical Island	G	R 55.50	1.00	1.00 50.00
Tsunami	G	R 55.50 U 2.40	52.50 ▲ 2.10	2.00
Tundra	Ĺ	R 55.00	53.50 ▲	45.00
Tunnel	Ř	U 2.90	2.30 ▼	2.00
Twiddle	Ü	C 2.50	1.00	1.00
Two-Headed Giant	R	R 52.00	47.50 ▲	41.25
Underground Sea	L	R 52.50	50.00	45.00
Unholy Strength	В	C 2.40	1.00	1.00
Unsummon	U	C 2.50	1.00	1.00
Uthden Troll Verduran Enchantress	R	U 2.90 R 13.75	2.30 7	2.00
Vesuvan Doppelganger	U	R 40.00	11.00 ▼ 40.00	35.00
Veteran Bodyguard	W	R 15.25	10.50 ▼	6.30
Volcanic Eruption	Ü	R 9.20	8.30 ▼	4.30
Wall of Air	U	U 2.40	2.10	1.90
Wall of Bone	В	U 2.40	2.10	1.90
Wall of Brambles	G	U 2.40	2.10	1.90
Wall of Fire	R	U 2.40	2.10	1.90
Wall of Ice	G	U 2.40	2.10	1.90
Wall of Stone Wall of Swords	R	U 2.40 U 2.40	2.10	1.90
Wall of Water	U	U 2.40 U 2.40	2.10 2.10	2.00 1.90
Wall of Wood	G	C 1.00	1.00	1.00
Wanderlust	G	U 2.40	2.10	1.90
War Mammoth	G	C 1.00	1.00	1.00
Warp Artifact	В	R 7.90	6.30 ▼	6.00
Water Elemental	U	U 2.40	2.10	1.90
Weakness	В	C 1.00	1.00	1.00
Web	G	R 8.10	7.00	6.90
Wheel of Fortune White Knight	R	R 35.00 U 5.90	35.00 5.30 ▲	31.50
White Ward	W	U 2.40	2.10	5.00 1.90
Wild Growth	G	C 1.00	1.00	1.00
Will-O'-The-Wisp	В	R 19.50	13.00 ▼	10.25
Winter Orb	A	R 21.25	18.50 ▼	17.50
Wooden Sphere	A	U 2.40	2.10	1.90
Word of Command	В	R 52.00	48.75 ▲	45.00
Wrath of God	W	R 52.50	50.00	44.00
Zombie Master	В	R 10.00	9.00	8.00
Total		5,506.05 5,	uso.35 4,	647.65
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Contra (ER)	MAN WOL	2	92 Ca	rus
Beta Set	-	661975 0	110 50 =0	200 05
Beta Starter Box		6,618.75 6,4 4,404.50 4,	412.50 ▼ 6, 136.25 ▼ 3.	

Beta Set Beta Starter Box Beta Booster Box Beta Starter Deck Beta Booster Pack 6,018.75 6,412.50 V 6,206.25 4,404.50 4,136.25 V 3,868.25 5,688.75 5,392.50 V 5,096.25 536.25 535.00 4 475.00 236.25 222.50 208.75

CARD NAME	COL	RAR UPPER	MEDIAN	LOWER
Air Elemental	U	U 3.10	3.00	2.90
Ancestral Recall	U	R210.50	182.25 V	170.00
Animate Artifact	U	U 3.00	2.80	2.30
Animate Dead	В	U 3.10	3.00	2.40
Animate Wall	W	R 8.20	8.00	7.90
Ankh of Mishra	A	R 9.50	8.30 V	7.50
Armageddon	W	R 47.50	43.50 ▼	38.00
Aspect of Wolf	G	R 9.80	7.00	5.70
Bad Moon	В	R 25.00	25.00	22.75
Badlands	L	R 72.75	64.50 ▼	52.50
Balance	W	R 36.25	28.00 ▼	24.50
Basalt Monolith	A	U 3.60	3.00	2.90
Bayou	L	R 66.50	62.50▲	55.00

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Benalish Hero	W	C 1.00	1.00	1.00
Berserk	G	U 40.00	40.00	38.00
Birds of Paradise	G	R 85.00	76.25 ▲	61.00
Black Knight	В	U 11.75	10.50	9.00
Black Lotus	A	R545.00	475.00 ▼	
Black Vise Black Ward	A W	U 11.50 U 2.10	10.25 ▼	7.00
Blaze of Glory	W	U 2.10 R 43.75	2.00 34.00 ▼	1.90 29.00
Blessing	W	R 11.25	9.00	8.60
Blue Elemental Blast	Ü	C 1.00	1.00	1.00
Blue Ward	W	U 2.10	2.00	
Bog Wraith	В	U 3.00	2.60 ▼	1.90 2.30
Braingeyser	U	R 29.50	25.00 ▼	19.25
Burrowing	R	U 3.00	2.60 ▼	2.30
Camouflage Castle	G	U 6.40 U 3.10	5.00 2.50 ▼	5.00
Celestial Prism	A	U 3.00	2.60 ▼	2.30
Channel	G	U 5.50	4.20 ▼	3.00
Chaos Orb	A	R 82.25	77.50 V	67.50
Chaoslace	R	R 7.50	5.90	67.50 5.30
Circle of Protection: Black	W	C 1.00	1.00	1.00
Circle of Protection: Blue Circle of Protection: Green	W	C 1.00 C 1.00	1.00	1.00
Circle of Protection: Red	W		1.00	1.00
Circle of Protection: White	W	C 1.00 C 1.00	1.00	1.00
Clockwork Beast	A	R 7.50	6.00	5.60
Clone	U	U 12.75	11.00 ▼	10.50
Cockatrice	G	R 11.75	10.00	7.00
Consecrate Land	W	U 12.25	12.00	11.00
Conservator Contract from Below	A	U 3.00	2.60▼	2.30 5.50
Control Magic	B	R 8.80 U 5.90	6.50	
Conversion	W	U 5.90 U 3.00	5.30 ▼ 2.60 ▼	4.60 2.30
Copper Tablet	A	U 10.25	8.50 ▼	7.40
Copy Artifact	U	R 16.00	15.25 ▼	15.00
Counterspell	U	U 23.00	21.00 🛦	16.75
Craw Wurm	G	C 1.00	1.00	1.00
Creature Bond	U	C 1.00	1.00	1.00
Crusade Crystal Rod	W	R 35.75 U 3.00	31.00 ▼	18.50
Cursed Land	B	U 3.00	3.00 3.00	2.90 2.90
Cyclopean Tomb	A	R 59.00	50.00	42.50
Dark Ritual	В	C 5.00	5.00	1.00
Darkpact	В	R 6.70	6.00	6.00
Death Ward	W	C 1.00	1.00	1.00
Deathgrip	В	U 3.10	3.00	2.90
Deathlace Demonic Attorney	B B	R 6.70 R 7.50	6.00	5.50
Demonic Hordes	В	R 7.50 R 23.50	6.00 17.50▼	5.60
Demonic Tutor	В	U 27.00	26.00 ▼	14.00 18.50
Dingus Egg	A	R 10.00	8.90 ▼	6.40
Disenchant	W	C 8.10	6.00	1.00
Disintegrate	R	C 4.10	3.50	1.50
Disrupting Scepter	A	R 17.75	14.00 ▼	12.00
Dragon Whelp	R	U 5.30	5.00 ▼	3.50
Drain Life Drain Power	B U	C 3.90 R 10.00	3.50	1.50
Drudge Skeletons	В	R 10.00 C 1.00	9.00 ▼ 1.00	7.10 1.00
Dwarven Demolition Team	R	U 6.70	5.00	4.30
Dwarven Warriors	R	C 1.00	1.00	1.00
Earth Elemental	R	U 3.00	2.60 ▼	2.30
Earthbind	R	C 1.00	1.00	1.00
Earthquake	R	R 25.50	18.00 ▼	16.50
Elvish Archers Evil Presence	G	R 19.75 U 3.00	17.00 ▼ 2.60 ▼	12.50
False Orders	R	C 3.90	3.00	2.30 1.50
Farmstead	W	R 7.90	7.40 ▼	7.00
Fastbond	G	R 23.75	20.00 ▼	10.50
Fear	В	C 1.00	1.00	1.00
Feedback	U	U 3.00	2.60 ▼	2.30
Fire Elemental	R	U 3.10	2.60 ▼	2.30
Fireball Firebreathing	R	C 6.30 C 1.00	5.00	3.00
Flashfires	R	C 1.00 U 3.10	1.00 2.50 ▼	1.00
Flight	Ü	C 1.00	1.00	1.00
Fog	G	C 1.00	1.00	1.00
Force of Nature	G	R 23.75	18.00 ▼	13.00
Forcefield	A	R 98.25	78.00 ▼	74.75
Forest (3 versions)	L	C 1.00	1.00	1.00
Fork Frozen Shade	R B	R 45.00 C 1.00	40.00 ▼	37.50
Fungusaur	G	R 9.80	1.00 8.00 ▼	1.00 6.90
Gaea's Liege	G	R 14.25	10.50 ▼	9.00
Gauntlet of Might	A	R118.00	107.50 ▼	100.50
Giant Growth	G	C 4.40	3.30	1.00
Giant Spider	G	C 1.00	1.00	1.00
Glasses of Urza Gloom	A	U 3.00	3.00	2.40
Goblin Balloon Brigade	B	U 6.10 U 3.10	4.00 ▼ 3.00	2.80 2.40
Goblin King	R	R 19.00	16.00 ▼	11.25
Granite Gargoyle	R	R 10.00	9.50 ▼	8.20
Gray Ogre	R	C 1.00	1.00	1.00
Green Ward	W	U 2.10	2.00	1.90
Grizzly Bears	G		1.00	1.00
Guardian Angel Healing Salve	W	C 1.00	1.00	1.00
Healing Salve Helm of Chatzuk	A	C 1.00 R 9.00	1.00 7.00	1.00 6.10
Hill Giant	R	C 1.00	1.00	1.00
Holy Armor	W	C 1.00	1.00	1.00
Holy Strength	W	C 1.50	1.00	1.00
Howl from Beyond	В	C 1.90	1.50	1.00
Howling Mine	A	R 29.50	27.50 🔻	23.50
Hurloon Minotaur Hurricane	R G	C 1.00 U 5.10	1.00	1.00
Hypnotic Specter	В	U 5.10 U 22.25	4.50 ▼ 21.00	3.70 16.50
Ice Storm	G	U 24.00	14.50▼	11.00
Icy Manipulator	A	U 48.75	44.25 ▼	37.50
Illusionary Mask	A	R 39.75	39.00 ▼	32.25
Instill Energy	G	U 3.00	2.80	2.40
Invisibility	U	C 4.30	3.50▲	1.00



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Iron Star	A	U 2.80	2.50▲	2.10
Ironclaw Orcs	Ř	C 1.50	1.00	1.00
Ironroot Treefolk	G	C 1.00	1.00	
Island (3 versions)	L	C 1.00	1.00	1.00
Island Sanctuary	W	R 12.50	10.00	
Ivory Cup	A	U 2.80	2.50	9.10 2.10
	A			7.80
Jade Monolith			8.50	
Jade Statue	A	U 15.00	12.50	11.25
Jayemdae Tome	A	R 21.50	17.00 V	15.50
Juggernaut	A	U 11.25	9.00▼	8.00
Jump	U	C 1.00	1.00	1.00
Karma	W	U 3.30	3.00	2.40
Keldon Warlord	R	U 3.60	3.00	2.90
Kormus Bell	A	R 9.30	8.00	6.70
Kudzu	G	R 8.20	6.80▼	5.00
Lance	W	U 3.00	2.50▼	2.20
Ley Druid	G	U 3.00	2.50▼	2.20
Library of Leng	A	U 3.00	3.00	2.40
Lich	В	R 41.50	38.00▼	35.75
Lifeforce	G	U 3.10	2.50▼	2.20
Lifelace	G	R 7.30	7.00	6.00
Lifetap	U	U 3.00	2.50▼	2.30
Lightning Bolt	R	C 11.00	10.00▼	4.50
Living Artifact	G	R 8.50	7.00▼	6.40
Living Lands	G	R 8.80	6.60▼	6.00
Living Wall	A	U 3.10	3.00	2.90
Llanowar Elves	G	C 7.60	6.00▼	1.50
Lord of Atlantis	Ŭ	R 10.00	9.50▼	8.20
Lord of the Pit	В	R 23.50	16.00▼	11.25
Lure	G	U 3.00	3.00	2.40
Magical Hack	Ŭ	R 9.30	6.80▼	6.00
Mahamoti Diinn	Ü		20.00	16.00
Mana Flare	R	R 24.50 R 21.75	14.00	9.30
Mana Chart	Ü	R 13.50		
Mana Short Mana Vault	A	R 13.50 R 25.75	8.30	7.00
	R	R 10.75	23.50	22.00
Manabarbs			8.00	6.90
Meekstone	A	R 19.00	14.00 4	12.75
Merfolk of the Pearl Tr	U	C 1.00	1.00	1.00
Mesa Pegasus	W	C 1.00	1.00	1.00
Mind Twist	В	R 29.25	21.00▼	17.00
Mons's Goblin Raiders				1.00
	R	C 1.00	1.00	
Mountain (3 versions)	L	C 1.00	1.00	1.00
Mountain (3 versions) Mox Emerald	LA	C 1.00 R228.00	1.00 223.50 A	1.00 218.75
Mountain (3 versions) Mox Emerald Mox Jet	L A A	C 1.00 R228.00 R228.00	1.00 223.50 A 223.50 A	1.00 218.75 218.75
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl	L A A	C 1.00 R228.00 R228.00 R228.00	1.00 223.50 A 223.50 A 223.50 A	1.00 218.75 218.75 218.75
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby	L A A A	C 1.00 R228.00 R228.00 R228.00 R238.50	1.00 223.50 A 223.50 A 223.50 A 225.00 A	1.00 218.75 218.75 218.75 218.75
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire	LAAAAA	C 1.00 R228.00 R228.00 R228.00 R238.50 R238.50	1.00 223.50 A 223.50 A 223.50 A	1.00 218.75 218.75 218.75 218.75
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection	L A A A A G	C 1.00 R228.00 R228.00 R228.00 R238.50	1.00 223.50 A 223.50 A 223.50 A 225.00 A	1.00 218.75 218.75 218.75 218.75
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire	L A A A A G B	C 1.00 R228.00 R228.00 R228.00 R238.50 R238.50 R 30.00 R 13.50	1.00 223.50 A 223.50 A 223.50 A 225.00 A	1.00 218.75 218.75 218.75 218.75 220.00
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection	L A A A A G B B	C 1.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 13.50 U 3.10	1.00 223.50 A 223.50 A 223.50 A 225.00 A 30.00 12.00 3.00	1.00 218.75 218.75 218.75 218.75 220.00 29.00
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow	L A A A A G B	C 1.00 R228.00 R228.00 R228.00 R238.50 R238.50 R 30.00 R 13.50	1.00 223.50 A 223.50 A 223.50 A 225.00 A 30.00 12.00 3.00	1.00 218.75 218.75 218.75 218.75 220.00 29.00 11.75
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp	L A A A A G B B	C 1.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 13.50 U 3.10	1.00 223.50 A 223.50 A 223.50 A 225.00 A 225.00 A 30.00 12.00	1.00 218.75 218.75 218.75 218.75 218.75 220.00 29.00 11.75 2.40
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Saphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk	L A A A A B B A	C 1.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 13.50 U 3.10 R 58.25	1.00 223.50 A 223.50 A 223.50 A 225.00 A 30.00 12.00 3.00 55.00 A	1.00 218.75 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare	L A A A A A B B B	C 1.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 13.50 U 3.10 R 58.25 R 32.75	1.00 223.50 A 223.50 A 225.00 A 225.00 A 30.00 12.00 3.00 55.00 A 29.50 V	1.00 218.75 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem	L A A A A B B B W	C 1.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 13.50 U 3.10 R 58.25 R 32.75 R 13.50 U 3.00	1.00 223.50 \(\text{\text{\text{223.50}}}\) \(\text{\text{\text{223.50}}}\) \(\text{\text{\text{225.00}}}\) \(\text{\text{225.00}}\) \(\text{\text{30.00}}\) \(\text{225.00}\) \(\text{\text{30.00}}\) \(\text{29.50}\) \(\text{\text{\text{4}}}\) \(\text{280}\) \(\text{280}\)	1.00 218.75 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 7.50 2.70
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery	L A A A A B B B W A	C 1.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 13.50 U 3.10 U 3.10 U 3.00 U 3.00 U 3.00	1.00 223.50 \(\text{\te}\text{\texi{\text{\texi}\text{\text{\texit{\tex{\text{\text{\text{\text{\text{\text{\texi}\text{\texit{\te	1.00 218.75 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 7.50 2.70 2.30
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme	L A A A A A B B B A B W A R	C 1.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 13.50 U 3.10 R 58.25 R 13.50 U 3.00 U 3.00 U 3.00 U 3.00	1.00 223.50 A 223.50 A 225.00 A 225.00 A 30.00 12.00 3.00 55.00 A 29.50 V 2.80 2.60 V 2.60 V	1.00 218.75 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 7.50 2.70 2.30 2.30
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery	A A A A A A B B A B W A R R	C 1.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 13.50 U 3.10 R 58.25 R 32.75 R 13.50 U 3.00 U 3.00 C 1.00	1.00 223.50 A 223.50 A 225.00 A 225.00 A 30.00 12.00 55.00 A 29.50 V 2.80 2.60 V 1.00	1.00 218.75 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 7.50 2.70 2.30
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Orfitamme Parailyze	L A A A A A A B B B A B W A R R B	C 1.00 R228.00 R228.00 R228.00 R238.50 R33.50 R 30.00 R 13.50 U 3.10 V 3.00 U 3.00 U 3.00 U 3.00 C 1.00 C 1.00	1.00 223.50 ▲ 223.50 ▲ 225.00 ▲ 225.00 ▲ 225.00 ▲ 3.00 12.00 3.00 55.00 ▲ 29.50 ▼ 2.60 ▼ 2.60 ▼ 2.60 ▼ 1.00 1.00	1.00 218.75 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 2.70 2.30 2.30 1.00
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn	A A A A A B B A B W A R R B W	C 1.00 R228.00 R228.00 R228.00 R238.50 R33.50 R 30.00 R 13.50 U 3.10 R 58.27 R 13.50 U 3.00 U 3.00 U 3.00 C 1.00 R 13.50	1.00 223.50 \(\text{\te}\text{\texi}\text{\text{\text{\texi}\text{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\text{\tex	1.00 218.75 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 2.70 2.30 2.30 1.00
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence	A A A A A A B B W A R R B W W	C 1.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 33.50 U 3.00 U 3.00 U 3.00 U 3.00 C 1.00 C 1.00 C 1.00 C 1.80	1.00 223.50 ▲ 223.50 ▲ 223.50 ▲ 225.00 ▲ 225.00 ▲ 3.00 12.00 3.00 55.00 ▲ 29.50 ♥ 2.60 ♥ 1.00 1.00 1.00 ♥ 1.50 ♥	1.00 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 2.70 2.30 2.30 1.00 7.50 1.00
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces	A A A A A A A B B A B W W B U	C 1.00 R228.00 R228.00 R228.00 R238.50 R 33.50 U 3.10 R 58.25 R 32.75 U 3.00 U 3.00 U 3.00 C 1.00 C 1.00 C 1.00 U 3.00 U 3.00	1.00 223.50 \(\text{\te}\text{\texi{\text{\texi}\text{\texit{\tex{\text{\text{\text{\text{\text{\text{\text{\text{\texit{\text{\te	1.00 218.75 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 2.70 2.30 1.00 1.00 7.50 2.30
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearfed Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain	L A A A A A A A A B W A R R B W W B U U U	C 1.00 R228.00 R228.00 R228.00 R238.50 R 33.50 U 3.10 R 58.25 R 32.75 U 3.00 U 3.00 U 3.00 C 1.00 C	1.00 223.50 \(\text{\te}\text{\texi}\text{\text{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\text{\tex	1.00 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 2.70 2.30 1.00 1.00 7.50 2.30 1.00
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phantom Monster	L A A A A A A A A B W A R R B W W B U U U	C 1.00 R228.00 R228.00 R228.00 R238.50 R 33.50 U 3.10 R 58.25 R 13.50 U 3.00 U 3.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00 U 3.00 U	1.00 223.50 223.50 225.00 225.00 30.00 12.00 3.00 55.00 29.50 10.00 2.80 2.60 1.00 1.00 1.00 1.50 2.60 1.00	1.00 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 2.70 2.30 2.30 1.00 7.50 1.00 2.30 1.00 2.30
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship	A A A A A A B B W A R R B W W B U U U U U	C 1.00 R228.00 R228.00 R228.00 R238.50 R238.50 R 30.00 R 13.50 U 3.10 U 3.00 U 3.00 C 1.00 C 1.00 C 1.00 U 3.00 U 3.00 U 3.00 U 3.00 U 3.00 C 1.00 R 13.50 U 3.00 R 13.50	1.00 223.50	1.00 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 7.50 2.70 2.30 1.00 7.50 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Orfitamme Parailyze Pearied Unicorn Pestolan Incarnation Pestilence Phantasmal Forces Phantasmal Torces Phantasmal Terrain Phantom Monster Pirate Ship Plague Rats	L A A A A A A A B B B A B W W B U U U U B	C 1.00 R228.00 R228.00 R238.50 R238.50 R 30.50 R 13.50 U 3.10 U 3.00 U 3.00 U 3.00 U 3.00 U 3.00 U 3.00 U 3.00 C 1.00 C 1.00 U 3.00 C 1.00 C 1.00 C 1.00	1.00 223.50 223.50 225.00 30.00 225.00 30.00 30.00 3.00 55.00 29.50 280 2.60 1.00 1.00 1.50 2.60 1.00 1.50 8.00 2.60 1.00	1.00 218.75 218.75 220.00 29.00 29.00 11.75 2.40 46.25 17.50 2.70 2.30 1.00 1.00 7.50 1.00 2.30 1.00 2.30 1.00 2.30
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Orfilamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Terrain Phantom Monster Pirate Ship Plaque Rats Pilains (3 versions)	A A A A A A A B B B A B W B B U U U U B L	C 1.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 33.50 R 30.00 U 3.00 U 3.00 U 3.00 U 3.00 U 3.00 C 1.00 C 1.80 U 3.00 U 3.00 C 1.00 C 1.80 U 3.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00 C 1.00	1.00 223.50 \(\text{\te}\text{\texi\texi{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\texi}\tex{	1.00 218.75 218.75 218.75 220.00 11.75 24.02 17.50 2.70 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantom Monster Piriate Ship Plague Rats Plains (3 versions) Plateau	L A A A A A G B B A B W A R R B W W B U U U U B L L	C 1.00 R228.00 R228.00 R238.50 R 30.00 R 30.00 R 13.50 U 3.00 U 3.00 U 3.00 C 1.00 C 1.00 U 3.00 C 1.00 C 1	1.00 223.50 \(\text{\te}\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tex	1,00 218,75 218,75 220,00 11,75 2,40 46,25 17,50 7,50 2,70 1,00 2,30 1,00 2,30 1,00 2,30 1,00 2,30 1,00 2,00 1,00 2,00 1,00 2,00 1,00 2,00 1,00 2,00 1,00 2,00 1,00 2,00 1,00 2,00 2
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Personal Incarnation Perstilence Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plaque Rats Plalns (3 versions) Plateau Power Leak	LAAAAAABWARRBWWBUUUUBLEU	C 1.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 13.50 U 3.10 U 3.00 U 3.00 C 1.00 C 1.00 C 1.00 U 3.00 U 3.00 U 3.00 C 1.00 C 1	1.00 223.50 A 223.50 A 223.50 A 223.50 A 30.00 12.00 3.00 12.00 2.50 V 2.60 V 1.00 V 2.60 V 2.60 V 1.00 0 V 1.00 V	1,00 218.75 218.75 218.75 218.75 220,00 29,00 11,75 2.40 46.25 17,50 2.30 2.30 1.00 7.50 1.00 7.50 1.00 2.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Nox House Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obisianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Terrain Phantom Monster Pirate Ship Plaipus (3 versions) Plateau Plains (3 versions) Plateau Power Leak Power Sink	LAAAAAGBBAABWARRBWWBUUUUBLLUU	C 1.00 R228.00 R228.00 R228.00 R228.00 R238.50 R 30.00 R 33.50 U 3.10 V 3.00 U 3.00 U 3.00 U 3.00 U 3.00 U 3.00 U 3.00 C 1.00	1.00 223.50 A 223.50 A 223.50 A 223.50 A 223.50 A 225.00 A 30.00 12.00 1	1.00 218.75 218.75 218.75 218.75 220.00 220.00 29.00 11.75 2.40 46.25 17.50 2.70 2.30 1.00 1.00 2.30 1.00 2.20 6.90 1.00 56.25 1.00
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Oosianus Golem Orcish Artillery Orcish Orfitamme Parailyze Pearied Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plalague Rats Plains (3 versions) Plateau Power Leak Power Sink Power Surge	LAAAAAGBBAABWARRBWWBUUUUBLLUUR	C 1.000 R 228.00 R 13.50 R 13.	1.00 223.50 A 223.50 A 223.50 A 223.50 A 223.50 A 225.00	1.00 218.75 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 2.30 1.00 1.00 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 2.30 2.30 2.30 2.30 2.30 2.30 2
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Terrain Phantom Monster Pirate Ship Plaque Rats Pilains (3 versions) Plateau Power Leak Power Sink Power Surge Prodigial Sorcerer	LAAAAAG BBAABWARRBWWBUUUUBLLUURU	C 1.00 C	1.00 223.50 A 223.50 A 223.50 A 223.50 A 225.00 A 225.00 A 30.00 12.00 12.00 12.00 12.00 12.00 1.00 1	1.00 218.75 218.75 218.75 220.00 220.00 29.00 11.75 2.40 46.25 17.50 2.70 2.30 1.00 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 2.30 1.00 2.30 2.30 1.00 2.30 2.30 2.30 2.30 2.30 2.30 2.30 2
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Ph	LAAAAAGBBAABWARRBWWBUUUUBLLUURUU	6 1.00 R228.00 R228.00 R228.00 R228.00 R228.00 R228.00 R228.00 R228.00 R228.00 R238.50	1.00 223.50 A 225.00	1.00 218.75 218.75 220.00 29.00 11.75 2.20 2.70 11.75 2.70 2.30 2.30 1.00 7.50 2.30 1.00 1.00 1.00 2.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Pilague Rats Plalins (3 versions) Pilateau Power Leak Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom	LAAAAAABWARRBWWBUUUUBLLUURUUU	© 1.00 Page 1.00	1.00 223.50 A 223.50 A 223.50 A 225.00 A 3.00 3.00 12.00 V 225.00 A 29.50 V 10.00 V 2.60 V 1.50 V 2.60 V 1.50 V 2.60 V 1.50 V 2.60 V 1.50 V 3.00 0 1.50 V 3.00 0 1.50 V 3.00 0 1.50 V 3.00 0 3.00 0 3.	1.00 218.75 218.75 218.75 220.00 29.00 11.75 2.40 46.25 17.50 2.70 2.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Terrain Phantom Monster Pirate Ship Plaque Rats Plalins (3 versions) Plateau Power Leak Power Surge Power Surge Prodigal Soncerer Psionic Blast Psychic Venorn Purrelace	LAAAAAABWARRBWWBUUUUBLEUURUUUW	6 1.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00	1.00 223.50 223.50 223.50 223.50 225.00 3.00 3.00 3.00 3.00 25.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00	1.00 218.75 218.75 220.00 29.00 11.75 2.40 46.25 7.50 7.50 2.30 2.30 1.00 1.00 2.30 1.00 2.30 1.00 2.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Orfifamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plalpue Rats Plalms (3 versions) Plateau Power Leak Power Sink Power Sink Power Sink Power Surge Prodigal Sorcere Psionic Blast Psychic Venom Purelace Raging River	LAAAAAGBBAABWARRBWWBUUUUBLLUURUUUWR	© 1.00 (1.00	1.00 223.50 A 223.50 A 223.50 A 223.50 A 225.00 A 30.00 C 3.00 C 25.00 A 29.50 V 1.00 C 1.00 C 2.60 V 1.00 C 1.00 C 2.60 V 1.00 C 1.00 C 2.60 V 1.00 C 2.60 V 1.00 C 2.60 V 1.00 C 2.60 V 1.00 C 3.00	1.00 218.75 218.75 220.00 29.00 29.00 11.75 2.40 46.25 17.50 2.30 1.00 1.00 2.30 1.00 2.30 1.00 2.30 1.00 1.00 2.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Orfilamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Terrain Phantorm Monster Pirate Ship Plaque Rats Plains (3 versions) Plateau Power Leak Power Surge Prodigal Sorcerer Psionic Blast Poyer Nenom Purelace Raging River Raise Dead	LAAAAAGBBABWARRBWWBUUUUBLLUURUUUWRB	© 1.00 (1.00	1.00 223.50 A 223.50 A 223.50 A 223.50 A 223.50 A 223.50 A 225.00 A 3.00 3.00 3.00 1.00 1.00 1.50 Y 1.00 1.50 X 2.50 X 3.00 1.00 1.50 X 3.00 1.00 1.50 X 4.00 1.00 1.50 X 4.00 1.00 1.50 X 4.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	1.00 218.75 218.75 220.00 11.75 2.40 11.75 2.40 11.75 2.40 1.75 2.70 2.30 1.00 1.00 1.00 2.30 1.00 2.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Oriflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Ph	LAAAAAGBBABWARRBWWBUUUUBLLUURUUUWRBR	6 1.00	1.00 223.50 A 223.50 A 223.50 A 225.00 A 3.00 225.00 A 3.00 29.50 Y 2.60 Y 2.60 Y 2.60 Y 1.00 1.00 Y 2.60 Y 1.00 C 2.60 Y 1.00 A 3.00 C 3.00 C	1.00 218.75 218.75 220.00 29.00 29.00 11.75 2.40 46.25 17.50 2.30 1.00 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 1.00 2.30 1.00 1.00 2.30 1.00 1.00 2.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Oosianus Golem Orcish Artillery Orcish Oritlamme Parailyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Forces Phantasmal Forces Phantasmal Selection Pitale Silection Pitale Silection Pitale Silection Pitale Silection Power Surge Prodigal Sorcere Psionic Blast Psychic Venom Purelace Raging River Rasice Dead Red Elemental Blast Red Elemental	LAAAAAGBBABWARRBWWBUUUUBLLUURUUUWRBRW	© 1.00 (1.00	1.00 223.50 A 223.50 A 223.50 A 225.00 A 3.00 3.00 12.00 V 2.55.00 A 2.55.00 A 2.50 V 1.50 V 2.60 V 2.60 V 1.50 V 2.60 V 1.50 V 2.60 V	1.00 218.75 218.75 220.00 29.00 29.00 11.75 2.40 6.25 17.50 2.30 1.00 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 2.30 1.00 1.00 2.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Nox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Artillery Orcish Artillery Personal Incarnation Personal Incarnation Personal Incarnation Perstall Personal Incarnation Pestilence Phantasmal Terrain Phantom Monster Pirate Ship Plaque Rats Plains (3 versions) Plateau Power Leak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration	LAAAAAG BBAABWARR BWWBUUUUBLLUURUUUWRBRWG	6 1.00 2	1.00 223.50 A 223.50 A 223.50 A 223.50 A 223.50 A 225.00	1.00 218.75 218.75 220.00 29.00 29.00 11.75 2.40 46.25 17.50 1.00 1.00 2.20 1.00 2.30 2.30 2.30 2.30 2.30 2.30 2.30 2
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Orfflamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Isores Phantasmal Forces Phantasmal Selection Phantom Monster Pirate Ship Plague Rats Plains (3 versions) Plateau Power Leak Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Regerowth	LAAAAAGBBABWARRBWWBUUUUBLLUURUUUWRBRWGG	© 1.00 (1.00	1.00 223.50 A 225.00 A 3.00 C	1.00 218.75 218.75 220.00 29.00 29.00 11.75 2.40 46.25 17.50 2.30 2.30 1.00 1.00 2.30 2.30 1.00 1.00 2.30 2.30 1.00 1.00 2.30 2.30 2.30 2.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Orfilamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Terrain Phantam Moster Pirate Ship Plaque Rats Plains (3 versions) Plateau Power Leak Power Surge Prodigal Sorcerer Psionic Blast Power Surge Prychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Resourcection	LAAAAAGBBAABWARRBWWBUUUUBLLUURUUUWRBRWGGW	© 1.00 (C 1.00	1.00 223.50 A 225.00 A 3.00 C	1.00 218.75 218.75 2218.75 220.00 11.75 2.40 11.75 2.40 11.75 2.30 1.00 7.50 1.00 2.30 1.00 7.50 1.00 1.00 1.00 56.25 39.00 1.00 1.00 5.50 39.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obisianus Golem Orcish Artillery Orcish Orfilamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Forces P	LAAAAAGBBAABWARRBWWBUUUUBLLUURUUUWRBRWGGWW	6 1.00 C	1.00 223.50 A 223.50 A 223.50 A 223.50 A 223.50 A 225.00	1.00 218.75 218.75 220.00 29.00 29.00 29.00 29.00 29.00 29.00 20.0
Mountain (3 versions) Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Natural Selection Nether Shadow Nettling Imp Nevinyrral's Disk Nightmare Northern Paladin Obsianus Golem Orcish Artillery Orcish Orfilamme Paralyze Pearled Unicorn Personal Incarnation Pestilence Phantasmal Terrain Phantam Moster Pirate Ship Plaque Rats Plains (3 versions) Plateau Power Leak Power Surge Prodigal Sorcerer Psionic Blast Power Surge Prychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Resourcection	LAAAAAGBBAABWARRBWWBUUUUBLLUURUUUWRBRWGGW	© 1.00 (C 1.00	1.00 223.50 A 225.00 A 3.00 C	1.00 218.75 218.75 2218.75 220.00 11.75 2.40 11.75 2.40 11.75 2.30 1.00 7.50 1.00 2.30 1.00 7.50 1.00 1.00 7.50 1.00 1.00 1.00 56.25 39.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00

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Roc of Kher Ridges	R	R 13.75	11.50▼	9.80
Rock Hydra	R	R 18.25	12.25▼	11.50
Rod of Ruin	A	U 3.10	2.80	2.70
Royal Assassin Sacrifice	B B	R 33.50 U 3.00	28.00▼	25.25 2.30
Samite Healer	W	C 1.00	1.00	1.00
Savannah	1	R 69.25	64.50▼	55.00
Savannah Lions	W	R 24.75	24.50▼	20.50
Scathe Zombies	B	C 1.00	1.00	1.00
Scavenging Ghoul Scrubland	L	U 3.00 R 68.75	2.60 v 60.00	2.30 37.25
Scryb Sprites	Ğ	C 1.00	1.00	1.00
Sea Serpent	U	C 1.00	1.00	0.70
Sedge Troll	R	R 8.00	8.00	7.80
Sengir Vampire	B	U 19.50	19.00	17.75
Serra Angel Shanodin Dryads	G	U 39.25 C 1.00	37.50 A 1.00	33.50 0.70
Shatter	Ř	C 1.00	1.00	1.00
Shivan Dragon	R	R 45.00	45.00	42.75
Simulacrum	В	U 3.00	2.60	2.30
Sinkhole Siren's Call	B	C 15.75 U 3.00	10.00▼ 2.60▼	5.50 2.30
Sleight of Mind	Ü	R 13.25	10.00	9.00
Smoke	R	R 7.70	6.40▼	6.00
Sol Ring	A	R 7.70 U 28.00	26.00▼	21.00
Soul Net	A	U 3.00	2.60▼	2.30
Spell Blast Stasis	Ü	C 1.90 R 15.50	1.50 15.00	1.00 14.50
Steal Artifact	Ŭ	U 3.00	3.00	2.40
Stone Giant	R	U 3.00	2.60▼	2.30
Stone Rain	R	C 3.20	3.00	1.50
Stream of Life Sunglasses of Urza	G	C 1.50 R 10.25	1.00	1.00 6.70
Swamp (3 versions)	Ĺ	C 1.00	1.00	1.00
Swords to Plowshares	W	U 20.00	20.00	17.00
Taiga	L	R 69.25	68.25 4	57.50
Terror	В	C 2.90	2.50	1.00
The Hive Thicket Basilisk	A	R 9.30 U 3.10	8.00 3.00	6.90 2.90
Thoughtlace	Ŭ	R 6.70	5.50 y	5.20
Throne of Bone	A	U 3.00	2.60▼	2.30
Timber Wolves	G	R 9.30	7.80▼	6.00
Time Vault Time Walk	A	R 71.75	65.00 🔻	61.50
Timetwister	Ü	R237.50 R197.25	200.00▼ 190.50 ▲	195.00 175.00
Tranquility	G	C 1.00	1.00	1.00
Tropical Island	L	R 68.75	68.25▲	56.25
Tsunami	G	U 3.10	2.60	2.30
Tundra Tunnel	L R	R 70.00 U 3.00	68.25 A 2.80	57.50 2.70
Twiddle	Ü	C 1.00	1.00	0.70
Two-Headed Giant	R	R 51.25	42.50▼	40.75
Underground Sea	L	R 72.00	68.25▲	56.75
Unholy Strength Unsummon	B	C 1.90 C 1.00	1.50 1.00	1.00 0.70
Uthden Troll	R	U 3.00	2.50	2.10
Verduran Enchantress	G	R 10.75	8.00▼	6.90
Vesuvan Doppelganger	U	R 30.25	29.50▼	27.00
Veteran Bodyguard	W	R 13.75	10.00	9.50
Volcanic Eruption Volcanic Island	L	R 8.80 R 70.00	6.60▼ 68.25▲	6.00 57.50
Wall of Air	Ū	U 3.00	2.60	2.30
Wall of Bone	В	U 3.00	2.60▼	2.30
Wall of Brambles	G	U 3.00	2.60▼	2.30
Wall of Fire Wall of Ice	R G	U 3.00 U 3.00	2.60	2.30
Wall of Stone	R	U 3.00 U 3.00	2.60▼	2.30
Wall of Swords	W	U 3.00	2.60▼	2.30
Wall of Water	U	U 3.00	2.50	2.10
Wall of Wood	G	C 1.00	1.00	0.70 2.30
Wanderlust War Mammoth	G	U 3.00 C 1.00	2.60 V 1.00	0.70
Warp Artifact	В	R 8.00	7.50▼	6.80
Water Elemental	Ü	U 3.00	2.60▼	2.30
Weakness	В	C 1.00	1.00	1.00
Web	G R	R 7.70 R 28.00	7.00	6.30
Wheel of Fortune White Knight	W	R 28.00 U 13.50	26.50 V 10.50 A	21.25 9.00
White Ward	W	U 2.10	2.00	1.90
Wild Growth	G	C 1.90	1.80	1.00
Will-O'-The-Wisp	В	R 17.50	16.00	14.50
Winter Orb Wooden Sphere	A	R 25.75 U 3.00	19.25▼ 2,60▼	17.00 2.30
Word of Command	B	R 51.25	50.00	47.50
Wrath of God	W	R 58.25	52.50▼	46.00
Zombie Master	В	R 13.25	12.25	11.75
Total		6,183.65	,000.75 4	,948.00
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292 Cards

Unlimited Starter Box Unlimited Booster Box Unlimited Starter Deck Unlimited Booster Pack		2200. 1850. 2400. 210. 95.	00	2200.00 1850.00 2400.00 210.00 95.00	1 2	850.00 400.00 210.00 95.00
CARD NAME	COL	RAR UF	PEF	MEDIA	N	LOWER
Air Elemental Ancestral Recall Animate Artifact Animate Dead Animate Wall Ankh of Mishra Armageddon Aspect of Wolf Bad Moon	U U B W A W G	R153 U 1 U 1 R 5 R 5 R 11 R 5 R 6	.20 .10 .00 .00 .00 .00	1.00 150.00 1.00 1.00 4.00 4.30 7.00 4.00 6.00	A	1.00 145.00 1.00 1.00 3.60 3.90 6.30 3.60 5.70
Badlands	L	R 19	00.	16.75	4	14.25

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Balance	W	R 10.25	5.00	4.70
Basalt Monolith Bayou	A	U 1.10 R 18.50	1.00 15.00	1.00 14.75
Benalish Hero	W	C 0.50	0.25	0.25
Berserk	G	U 25.75	21.00	12.00
Birds of Paradise	G	R 18.25	14.25▼	12.00
Black Knight Black Lotus	B	U 2.50 R307.50	1.00 300.00	1.00 251.25
Black Vise	A	U 1.30	1.00	1.00
Black Ward	W	U 1.10	1.00	1.00
Blaze of Glory	W	R 21.25 R 5.00	19.75	18.00
Blue Elemental Blast	U	R 5.00 C 0.50	4.00 0.25	3.80 0.25
Blue Ward	W	U 1.10	1.00	1.00
Bog Wraith	В	U 1.10	1.00	1.00
Braingeyser Burrowing	U R	R 7.80 U 1.10	5.00 1.00	4.70 1.00
Camouflage	G	U 1.10 U 4.30	3.00	2.40
Castle	W	U 1.10	1.00	1.00
Celestial Prism	A	U 1.10	1.00	1.00
Channel Chaos Orb	G A	U 1.30 R 60.00	1.00 52.50	1.00
Chaoslace	R	R 5.00	4.00	3.60
Circle of Protection: Black	W	C 0.50	0.25	0.25
Circle of Protection: Blue Circle of Protection: Green	W	C 0.50 C 0.50	0.25 0.25	0.25
Circle of Protection: Red	W	C 0.50	0.25	0.25
Circle of Protection: White	W	C 0.50	0.25	0.25
Clockwork Beast	A	R 5.00	3.804	3.00
Clone Cockatrice	U	U 6.30 R 5.00	5.00 4.00	4.00 3.80
Consecrate Land	W	U 4.30	4.00	3.70
Conservator	A	U 1.10	1.00	1.00
Contract from Below	U	R 5.00 U 1.90	4.00	3.90
Control Magic Conversion	W	U 1.90 U 1.10	1.00	1.00
Copper Tablet	A	U 1.30	1.00	1.00
Copy Artifact	U	R 5.60	5.00	5.00
Counterspell Crow Wurm	U	U 4.60	1.50 0.25	1.00
Craw Wurm Creature Bond	U	C 0.50 C 0.50	0.25	0.25 0.25
Crusade	W	R 6.80	6.00	5.70
Crystal Rod	A	U 1.10	1.00	1.00
Cursed Land Cyclopean Tomb	B	U 1.10 R 32.50	1.00	1.00
Dark Ritual	B	C 0.80	0.25	0.25
Darkpact	В	R 4.60	4.00	3.60
Death Ward	W	C 0.60	0.25	0.25
Deathgrip Deathlace	B	U 1.10 R 5.00	1.00	1.00 3.60
Demonic Attorney	В	R 5.00	4.00	3.00
Demonic Hordes	В	R 8.60	5.00	4.70
Demonic Tutor	B	U 4.60	2.00	1.70
Dingus Egg Disenchant	W	R 5.30 C 0.50	4.30 0.25	3.90 0.25
Disintegrate	R	C 0.50	0.25	0.25
Disrupting Scepter	A	R 6.00	5.00	4.70
Dragon Whelp	R	U 1.10 C 0.50	1.00	1.00
Drain Life . Drain Power	Ü	C 0.50 R 5.00	0.25 5.00	0.25 4.70
Drudge Skeletons	В	C 0.50	0.25	0.25
Dwarven Demolition Team	R	U 3.50	1.00	1.00
Dwarven Warriors Earth Elemental	R	C 0.50 U 1.10	0.25 1.00	0.25 1.00
Earthbind	Ä	U 1.10 C 0.50	0.25	0.25
Earthquake	R	R 6.30	5.00	4.70
Elvish Archers Evil Presence	G B	R 6.60	5.00	4.70
False Orders	R	U 1.10 C 0.60	1.00 0.50	0.40
Farmstead	W	R 5.30	5.00	4.70
Fastbond	G	R 5.00	5.00	4.70
Fear Feedback	U	C 0.50 U 1.10	0.25	0.25 1.00
Fire Elemental	R	U 1.10	1.00	1.00
Fireball	R	C 0.50	0.50	0.40
Firebreathing Flashfires	R	C 0.50	0.25	0.25
Flight	Ü	U 1.00 C 0.50	1.00 0.25	1.00 0.25
Fog	G	C 0.50	0.25	0.25
Force of Nature	G	R 7.40	5.00	4.70
Forcefield Forest (3 Versions)	A	R 72.00 C 0.30	61.50 ▲ 0.25	58.75 0.20
Fork	R	R 16.75	7.00	6.40
Frozen Shade	В	C 0.50	0.25	0.25
Fungusaur Gaea's Liege	G	R 5.00 R 5.80		4.70 4.70
Gauntlet of Might	A	R 76.00	5.00 68.00▲	61.00
Giant Growth	G	C 0.50	0.25	0.25
Glasses of Urza	G	C 0.50	0.25	0.25
Glasses of Urza Gloom	A B	U 1.00 U 1.00	1.00	1.00
Goblin Balloon Brigade	R	U 1.00	1.00	1.00
Goblin King	R	R 6.40 R 8.00	5.00	5.00
Granite Gargoyle Gray Ogre	R	R 8.00 C 0.50	6.00 0.25	5.40 0.25
Green Ward	W	U 1.00	1.00	1.00
Grizzly Bears	G	C 0.50	0.25	0.25
Guardian Angel Healing Salve	W	C 0.50 C 0.50 C 0.50	0.25 0.25	0.25
Healing Salve Helm of Chatzuk	A	C 0.50 R 5.00	5.00	0.25 4.70
Hill Giant	R	C 0.50	0.25	0.25
Holy Armor Holy Strength	W	C 0.50 C 0.50	0.25	0.25
Howl from Beyond	В	C 0.50 C 0.50	0.25	0.25
Howling Mine	A	R 10.75	6.00	5.00
Hurloon Minotaur	R	C 0.50	0.25	0.25
Hurricane Hypnotic Specter	G B	U 1.00 U 2.50	1.00	1.00
Ice Storm	G	U 2.50 U 13.75	5.00▼	1.00
Icy Manipulator	A	U 24.00	20.00	18.25

Illusionary Mask	A	R 22.50	18.00	15.00
Instill Energy	G	U 1.00	1.00	1.00
	Ü			
Invisibility		C 1.00	0.50	0.50
Iron Star	A	U 1.00	1.00	1.00
Ironclaw Orcs	R	C 0.50	0.25	0.25
Ironroot Treefolk	G	C 0.50	0.25	0.25
Island (3 Versions) Island Sanctuary	L	C 0.30	0.25	0.20
Island Sanctuary	W	R 7.50	5.00	4.70
Ivon/ Cup	A	U 1.00	1.00	1.00
Ivory Cup Jade Monolith			1.00	
Jade WOHOHIH	A	U 1.10	1.00	1.00
Jade Statue	A	U 4.00	1.00	1.00
Jayemdae Tome	A	R 7.00	5.00	4.70
Juggernaut	A	U 3.60	1.00	1.00
Jump	Ü	C 0.50	0.25	0.25
Karma	W	U 1.00	1.00	1.00
Keldon Warlord	R	U 1.00	1.00	
Kormus Bell	A	R 5.40	5.00	4.70
Kudzu	G	R 5.00	5.00	4.70
Lance	W	U 1.00	1.00	1.00
Ley Druid	G			
			1.00	1.00
Library of Leng	A	U 1.00		1.00
Lich	В	R 30.25	24.75▲	18.25
Lifeforce	G	U 1.00	1.00	
Lifelace	G	R 5.00	4.50▲	3.90
Lifetap	Ũ	U 1.00	1.00	1.00
Lightning Bolt	R	C 1.10	1.00	0.45
Living Artifact	G	R 5.10	5.00	4.70
Living Lands	G	R 5.00	4.50 ▲	3.80
Living Wall	A	U 1.00	1.00	1.00
Llanowar Elves	G	C 0.50	0.50	0.25
Lord of Atlantis	ũ	R 5.60	5.00	4.70
Lord of the Pit	В	R 6.40	5.00	4.70
Lure	G	U 1.00	1.00	1.00
Magical Hack	U	R 5.60	4.00	3.90
Mahamoti Djinn	Ü	R 7.50	6.00	5.70
Mana Flare .	Ř	R 6.90	5.00	4.70
	ΰ			
Mana Short		R 5.00	5.00	4.70
Mana Vault	A	R 5.00	5.00	4.70
Manabarbs	R	R 5.00	5.00	4.70
Meekstone	A	R 6.10	5.00	4.70
Merfolk of the Pearl Tr	Ü	C 0.50	0.25	0.25
Mesa Pegasus	W	C 0.50	0.25	0.20
		0.00	0.20	0.25 4.70
Mind Twist	В	R 9.60	5.00▲	4.70
Mons's Goblin Raiders	R	C 0.50 C 0.30	0.25	0.25
Mountain (3 Versions)	L	C 0.30	0.25	0.20
Mox Emerald	A	R169.00	160.50	153.75
Mox Jet	A	R169.00	160.50	153.75
Mox Pearl	A	R169.00	160.50	153.75
Mox Ruby	A	R169.00		156.00
Mox Sapphire	A	R176.50	172.50 ▲	159.75
Natural Selection	G	R 25.00	17.25▲	11.75
Nether Shadow	В	R 10.25		4.70
Nottling Imp	В			
Nettling Imp		U 1.00	1.00	1.00
Nevinyrral's Disk	A	R 8.80	6.00	5.70
Nightmare	В	R 8.40	5.50▲	5.00
Northern Paladin	W	R 5.50	5.00▲	4.70
Obsianus Golem	A	U 1.00	1.00	1.00
	Ŕ			
Orcish Artillery		U 1.00	1.00	1.00
Orcish Oriflamme	R	U 1.00	1.00	1.00
Paralyze	В	C 0.50	0.25	0.25
Pearled Unicorn	W	C 0.50	0.25	0.25
Personal Incarnation	W	R 5.30	5.00▲	4.70
Pestilence	В	C 0.50	0.25	0.25
Phantasmal Forces		0 0.00		
	Ü	U 1.00	1.00	1.00
Phantasmal Terrain	U	C 0.50	0.25	0.25
Phantom Monster	U	U 1.00	1.00	1.00
Pirate Ship	U	R 5.30	5.00▲	4.70
Plague Rats	В	C 0.50	0.25	0.25
Plains (3 Versions)	L	C 0.30	0.25	0.20
Distant	L	D 00.75	0.25	0.20
Plateau	L	R 20.75	17.00▲	
Power Leak	U	C 0.50	0.25	0.25
Power Sink	U	C 0.50	0.25	0.25
Power Surge	R	R 5.30	4.504	3.80
Prodigal Sorcerer	Ü	C 0.50	0.25	0.25
	Ŭ			
Psionic Blast	Ü		15.00 4	14.75
Psychic Venom		C 0.50	0.25	0.25
Purelace	W	R 5.10	3.50▲	2.60
Raging River	R	R 21.50	9.30▲	5.90
Raise Dead	В	C 0.50	9.30 A 0.25	0.25
Red Elemental Blast	R	C 0.60	0.25	0.25
Red Ward	W	U 1.10	1.00	1.00
Regeneration	G			
	G		0.25	0.25
Regrowth		C 1.00	0.50	0.40
Resurrection	W	U 1.10	1.00	1.00
Reverse Damage	W	R 7.10	5.00	4.70
Righteousness	W	R 6.30	4.00▲	3.00
Roc of Kher Ridges	R	R 7.10	5.00	4.70
Rock Hydra	R	R 7.10 R 7.00	5.00	4.70
Rod of Ruin	Ä	R 5.10	4.70▲	
		D 10.50		4.00
Royal Assassin	В	R 12.50 U 1.10	6.00▲	5.10
Sacrifice	В	U 1.10	1.00	1.00
Samite Healer	W	C 0.50	0.25	0.25
Savannah	L	R 18.50	14.00▲	11.75
Savannah Lions	W	R 6.10	5.00▲	4.70
Scathe Zombies	В	C 0.50	0.25	0.25
Scavenging Ghoul	В	U 1.10	1.00	1.00
Scrubland	L	R 18.25	14.50▲	11.75
	G		AUC.P1	
Scryb Sprites		C 0.50	0.25	0.25
Sea Serpent	U	C 0.50	0.25	0.25
Sedge Troll	R	R 5.50	5.00	4.70
Sengir Vampire	В	U 5.90	3.00	2.40
Serra Angel	W	U 7.50	4.00 ▲	2.40
* Shanodin Dryads	G	C 0.50		0.25
Shatter	Ř	0.50	0.25	
		C 0.50	0.25	0.25
Shivan Dragon	R	R 13.00	6.00▲	5.70
Simulacrum	В	U 1.10	1.00	1.00
Sinkhole	В	C 5.90	5.00	0.45
Siren's Call	Ū	U 1.10	1.00	1.00
Sleight of Mind	ŭ	R 5.60	5.00	4.70
	R			
Smoke	n	R 5.00	5.00▲	4.70



Cal Dia-			00 40	0 400
Sol Ring Soul Net	A	U 4.3		
Spell Blast	û	C 0.6		
Stasis	Ü	R 5.7		
Steal Artifact	Ü	U 1.1		
Stone Giant	R	Ü 1.1	0 1.0	
Stone Rain	R	C 0.6		
Stream of Life	G	C 0.5		
Sunglasses of Urza	A	R 5.0		
Swamp (3 Versions)	L	C 0.3	30 0.2	
Swords to Plowshares	W	U 3.3		
Taiga	L	R 19.2		
Terror The Hive	B	C 0.5		
Thicket Basilisk	G	U 1.3		
Thoughtlace	Ü	R 5.0	0 4.5	0 4 3.70
Throne of Bone	A	U 1.1		
Timber Wolves	G	R 5.0		
Time Vault	A	R 55.0		
Time Walk	U	R184.5		
Timetwister	U	R137.5		
Tranquility	G	C 0.5		
Tropical Island	L	R 18.0		
Tsunami Tundra	G	U. 1.3 R 19.0		
Tunnel	R	U 1.1		
Twiddle	ü	C 0.5		
Two-Headed Giant	R	R 31.2		
Underground Sea	L	R 18.5	0 16.0	0▲ 14.75
Unholy Strength	В	C 0.5		
Unsummon	U	C 0.5		
Uthden Troll	R	U 1.1		
Verduran Enchantress	G	R 6.5		
Vesuvan Doppelganger Veteran Bodyguard	U	R 15.2		
Volcanic Eruption	U	R 6.6		
Volcanic Island	Ĺ	R 19.2		
Wall of Air	Ũ	U 1.3		
Wall of Bone	В	U 1.1	0 1.0	
Wall of Brambles	G	U 1.1	0 1.0	0 1.00
Wall of Fire	R	U 1.1	0 1.0	
Wall of Ice	G	U 1.1	0 1.0	
Wall of Stone	R	U 1.1		
Wall of Swords Wall of Water	W	U 1.3		
Wall of Wood	G	C 0.5		
Wanderlust	G	U 1.1		
War Mammoth	G	C 0.5		
Warp Artifact	В	R 5.3		
Water Elemental	U	U 1.1	0 1.0	0 1.00
Weakness	В	C 0.5	0.2	
Web	G	R 5.3	30 4.4	
Wheel of Fortune White Knight	R	R 8.3		
White Ward	W	U 1.1		
Wild Growth	G		0 0.2	
Will-O'-The-Wisp	В	C 0.5 R 6.3	30 5.0	
Winter Orb	A	R 6.8		
Wooden Sphere	Α	U 1.1	0 1.0	0 1.00
Word of Command	В	R 43.5		
Wrath of God	W	R 12.0		
Zombie Master	В	R 6.8		
Total	****	31/3.4	5 2753.4	5 2492.25
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296 Cards

W. T. C.		-	933		Marine min
Revised Set		-	12 75	237.50 ▼	221 25
Revised Starter Box				264.50 ▼	
Revised Booster Box		2	93.75	287.50▼	281.25
Revised Starter Deck			32.50	30.00♥	27.50
Revised Booster Pack			11.00	10.00 ▼	
Tiorious Boots Tuon			11.00	10.00	10,00
CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Air Elemental	U	U	1.00	1.00	0.80
Aladdin's Lamp	A	R	4.00	3.00	2.80
Aladdin's Ring	A	R	3.50		2.30
Animate Artifact	Û	Ü	1.00	1.00 ▲	
Animate Dead	В	U	1.00	1.00	0.80
Animate Wall	W	R	4.00	3.00	
Ankh of Mishra	A	R	5.00	4.00 ▲	
Armageddon _	W	R	7.00	5.80 ▼	5.30
Armageddon Clock	A	R	4.50	3.00	3.00
Aspect of Wolf	G	R	5.00	3.50	3.00
Atog	R	C	0.25	0.25	
Bad Moon	В	R	6.00		
Badlands	L		15.00		
Balance .	W		5.80		
Basalt Monolith	A	U	1.00		
Bayou	L	R	14.50	14.00	13.25
Benalish Hero	W	C	0.25	0.25	0.20
Birds of Paradise	G	R	14.25	12.00▼	10.50
Black Knight	В	U	1.80	1 30	1.00
Black Vise	A	Ŭ	1.30		1.00
Black Ward	ŵ	Ü	1.00	0.50	0.50
Blessing	W		5.00	0.00	0.00
Blue Elemental Blast	U	C	0.25	0.25	0.20
Blue Ward	W	U	1.00	0.50	0.50
Bog Wraith	В	U	1.00	1.00 ▲	
Bottle of Suleiman	A	R	4.50	3.00	3.00
Braingeyser	U	R	5.20	4.90	4.40
Brass Man	Ā	U	1.00		
Burrowing	R	Ŭ	1.00	1.00	
Castle	W	Ü	1.00		
Celestial Prism	A	U	1.00		
Channel	G	U	2.00		1.00
Chaoslace	R	R	3.00	3.00	3.00
Circle of Protection: Black	W	C	0.25	0.25	0.20

	Circle of Protection: Blue	147	C	0.25	0.25	0.20
	Circle of Protection: Green	W	C	0.25	0.25 0.25	0.20
	Circle of Protection: Red Circle of Protection: White	W	C	0.25 0.25	0.25 0.25	0.20
	Clockwork Beast	A	R	3.50	3.00	3.00
1	Clone Cockatrice	G	U R	3.80 5.00	3.00 ▼ 3.50	1.00
	Conservator	A	U	1.00	1.00 ▲	0.70
	Contract from Below Control Magic	B	R	4.50 1.00	3.80 1.00	3.00 1.00
	Conversion	W	U	1.00	1.00 ▲	0.70
1	Copy Artifact Counterspell	U	R	6.00 1.50	5.50 1.00	5.00 1.00
ı	Craw Wurm	G	C	0.25	0.25	0.20
ı	Creature Bond Crumble	U	U	0.25 1.00	0.25 1.00 A	0.20
١	Crusade	W	R	6.00	5.30 ▲	4.90
١	Crystal Rod Cursed Land	A B	U	1.00	1.00 A	0.70 0.70
ı	Dancing Scimitar	A	R	5.00	3.50▲	3.20 0.25
١	Dark Ritual Darkpact	В	C R	0.25 4.00	0.25 3.30	3.00
1	Death Ward Deathgrip	W	C	1.00	0.25 1.00 A	0.20
I	Deathlace	В	R	3.80	3.00	3.00
l	Demonic Attorney Demonic Hordes	B	R R	4.00 6.00	3.00 4.50	3.00 4.00
١	Demonic Tutor	В	U	4.50	3.00	1.50
ı	Desert Twister Dingus Egg	G A	U R	1.00 4.00	1.00 ▲	0.70 3.20
1	Disenchant	W	C	0.20	0.20	0.25
ı	Disintegrate Disrupting Scepter	R	C R	5.00	0.25 4.00 A	0.25 3.40
	Dragon Engine	Α	R	4.00	4.00 ▲	3.00
١	Dragon Whelp Drain Life	R	U	1.00	1.00 0.25	1.00
I	Drain Power	U	R	5.00	4.00	3.50
ı	Drudge Skeletons Dwarven Warriors	B R	C	0.25	0.25 0.25	-0.20 0.20
ı	Dwarven Weaponsmith Earth Elemental	R	U	1.00	1.00	1.00
ı	Earthbind	R	С	1.00	1.00 A 0.25	0.70 0.25
ı	Earthquake Ebony Horse	R A	R R	5.00 4.50	5.00 A 3.00	3.80
ı	El -Hajjaj	В	R	5.00	3.00	3.00
ı	Elvish Archers Energy Flux	G	R U	5.00 · 1.00	4.80 ▲	3.50 0.70
ı	Erg Raiders	В	C	0.25	0.25	0.20
1	Evil Presence Eye for an Eye	B	U R	1.00 5.00	1.00 A 4.00	0.70 3.50
Ì	Farmstead	W	R	5.00	5.00 ▲	3.50
I	Fastbond Fear	G B	R C	5.00 0.25	4.30 0.25	3.00 0.20
I	Feedback	U	U	1.00	1.00 ▲	0.70
I	Fire Elemental Fireball	R R	C	0.40	1.00 A 0.25	0.70 0.25
N	Firebreathing	R	С	0.25	0.25	0.20
١	Flashfires Flight	R U	C	0.25	1.00 0.25	0.80
ı	Flying Carpet Fog	A	R C	4.00 ° 0.25	3.00 0.25	3.00 0.20
١	Force of Nature	G	R	5.50	5.00	4.30
ı	Forest (3 Versions) Fork	L R	C R	0.20	0.10 10.50	0.10 7.50
ı	Frozen Shade	В	С	0.25	0.25	0.20
Ì	Fungusaur Gaea's Liege	G	R	4.00 5.00	3.00	3.00
ı	Giant Growth	G	C	0.25	0.25	0.25
ı	Giant Spider Glasses of Urza	G A	C	1.00	0.25 1.00 A	0.20
ı	Gloom	В	U	1.00	1.00▲	0.70 0.70
١	Goblin Balloon Brigade Goblin King	R	R	5.00	5.00	4.50
١	Granite Gargoyle Gray Ogre	R	R	6.00 0.25	4.30▲ 0.25	3.00 0.20
J	Green Ward	W	Ü	1.00	1.00	0.70
ı	Grizzly Bears Guardian Angel	G W	C	0.25	0.25 0.25	0.20 0.25
١	Healing Salve	W	С	0.25	0.25	0.20
١	Helm of Chatzuk Hill Giant	A R	R	4.00	4.00▲ 0.25	3.30 0.20
١	Holy Armor	W	C	0.25	0.25	0.20
١	Holy Strength Howl from Beyond	W	C	0.25	0.25 0.25	0.20
ı	Howling Mine	A	R	7.00	5.80▼	5.30
ı	Hurkyi's Recall Hurloon Minotaur	U R	R	4.00 0.25	3.00 0.25	2.50 0.20
١	Hurricane Hypnotic Specter	G B	U	1.00	1.00 ▲	0.70
ı	Instill Energy	G	Ü	1.00	2.00 1.00 A	1.50 0.70
١	Iron Star Ironroot Treefolk	A G	C	1.00	1.00 A 0.25	0.70 0.20
ı	Island (3 Versions)	L	С	0.25	0.15	0.10
ı	Island Fish Jasconius Island Sanctuary	W	R R	3.80 4.40	3.50 ▲ 4.00 ▲	3.00 2.50
ı	Ivory Cup	A	U	1.00	1.00▲	0.70
	Ivory Tower Jade Monolith	A	R R	5.00 4.50	5.00 4.00▲	5.00 3.20
	Jandor's Ring	Α	R	4.50	3.30	3.00
	Jandor's Saddlebags Jayemdae Tome	, A	R R	3.50 4.50		3.00
	Juggernaut	A	U	4.00 0.25	2.50 0.25	1.00
	Jump Karma	W	U	1.00	1.00	0.80
	Keldon Warlord Kird Ape	R	U	1.00	1.00	0.90 0.25
	Kormus Bell	Α	R	4.50	3.50	3.00
	Kudzu Lance	G W	R	4.00 1.00	3.50 1.00	3.00 0.80
	Ley Druid	G	Ŭ	1.00	1.00▲	0.70

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Library of Leng	A	U	1.00	1.00▲	0.70
Lifeforce	G	U	1.00	1.00 ▲	0.70
Lifelace Lifetap	G	R	3.00	3.00 1.00 A	3.00 0.70
Lightning Bolt	R	C	1.00	1.00	0.70
Living Artifact	G	R	4.00	3.30	3.00
Living Lands Living Wall	G	R	4.00	3.30 1.00	3.00
Llanowar Elves	G	С	0.25	0.25	0.25
Lord of Atlantis	U	R	5.00	4.30	3.50
Lord of the Pit Lure	B G	R	5.50	5.00 1.00 A	4.40 0.70
Magical Hack	U	R	4.00	3.80 ▲	3.00
Magnetic Mountain	R	R	4.00	4.00 4	3.20
Mahamoti Djinn Mana Flare	U R	R R	6.00 5.00	6.00 4.50	6.00 3.50
Mana Short	U	R	5.00	5.00 ▲	3.50 3.80
Mana Vault	A	R	5.00	5.00 🛦	4.30
Manabarbs Meekstone	R A	R	4.00 5.10	4.00 5.00 ▲	3.50 4.00
Merfolk of the Pearl Trident	U	С	0.25	0.25	0.20
Mesa Pegasus	W	C R	0.25	0.25	0.20
Mijae Djinn Millstone	R A	R	5.00	5.00 5.80 A	4.00 5.00
Mind Twist	В	R	5.30	5.00 ▲	3.50
Mishra's War Machine Mons's Goblin Raiders	A	R	5.00 0.25	4.00 ▲ 0.25	3.00 0.20
Mountain (3 Versions)	L	C	0.20	0.10	0.10
Nether Shadow	В	R	5.00	3.50	3.00
Nettling Imp	B	U R	1.00	1.00	1.00 5.50
Nevinyrral's Disk Nightmare	B	R	6.70	6.00 ▼	5.00
Northern Paladin	W	R	4.50	4.00	3.50
Obsianus Golem	A	U	1.00	1.00	1.00
Onulet Orcish Artillery	R	R	1.00	3.00 1.00 A	3.00 0.70
Orcish Oriflamme	R	Ŭ	1.00	1.00	0.80
Ornithopter	A	U	1.00	1.00 ▲	0.70
Paralyze Pearled Unicorn	B W	C	0.25	0.25 0.25	0.20
Personal Incarnation	W	Ř	4.00	4.00	3.50
Pestilence	В	C	0.25	0.25	0.20
Phantasmal Forces Phantasmal Terrain	U	C	1.00	1.00 ▲ 0.25	0.70
Phantom Monster	Ü	Ü	1.00	1.00	0.70
Pirate Ship	U	R	4.00	3.00	3.00
Plague Rats	В	C	0.25	0.25	0.20
Plains (3 Versions) Plateau	L	R	15.00	0.10 15.00	0.10 13.25
Power Leak	U	C	0.25	0.25	0.20
Power Sink	U	C	0.25	0.25	0.20
Power Surge Primal Clay	R A	R R	3.80 4.00	3.00 ▼ 3.00	2.00 3.00
Prodigal Sorcerer	U	C	0.25	0.25	0.20
Psychic Venom	W	C	0.25	0.25	0.20 2.30
Purelace Raise Dead	В	C	3.00 0.25	3.00 ▲ 0.25	0.20
Reconstruction	U	C	0.40	0.25	0.25
Red Elemental Blast Red Ward	R	C	0.25	0.25	0.20
Regeneration	G	C	1.00	0.50 0.25	0.50
Regrowth	G	U	2.20	1.00 ▼	1.00
Resurrection	W	U R	1.00	1.00	1.00
Reverse Damage Reverse Polarity	W	U	1.00	4.50 A 1.00	3.30 0.80
Righteousness	W	R	4.30	3.50 ▲	3.00
Roc of Kher Ridges	R	R R	5.50 6.50	4.50 ▲	3.30
Rock Hydra Rocket Launcher	A	R	4.50	3.50	3.00
Rod of Ruin	Α	U	1.00	1.00▲	0.70
Royal Assassin Sacrifice	B B	R	9.50	7.00 🔻	5.00
Samite Healer	W	C	1.00	1.00 0.25	0.20
Savannah	L	R	15.00	14.00	13.50
Savannah Lions Scathe Zombies	W	R	5.50 0.25	5.00	3.80
Scavenging Ghoul	В	Ü	1.00	1.00	0.20 1.00
Scrubland	L	R	15.00	15.00▲	13.25
Scryb Sprites Sea Serpent	G	C	0.25	0.25 0.25	0.20
Sedge Troll	R	R	5.50	4.50	3.50
Sengir Vampire	В	U	3.00	3.00	2.00
Serendib Efreet Serra Angel	W	R	6.50	5.50 4.00 ▼	5.00 2.30
Shanodin Dryads	G	. C	5.50 0.25	0.25	0.20
Shatter	R	С	0.25	0.25	0.20
Shatterstorm Shivan Dragon	R R	U R	1.00	1.00 9.00	1.00 6.00
Simulacrum	В	Ü	1.00	1.00	0.70
Siren's Call	U	U	1.00	1.00▲	0.70
Sleight of Mind Smoke	U R	R R	4.40	4.00 3.50	3.50
Sol Ring	A	Ü	4.00	3.00	1.50
Sorceress Queen	В	R	5.00	4.00	3.00
Soul Net Spell Blast	A	C	1.00	1.00 4 0.25	0.70
Stasis	Ü	R	5.10	5.00	3.80
Steal Artifact	U	U	1.00	1.00 Å	0.70
Stone Giant Stone Rain	R	U	1.00	1.00 4	0.70 0.20
Stream of Life	G	С	0.25	0.25	0.20
Sunglasses of Urza	A	R	4.50	4.00▲	3.30
Swamp (3 Versions) Swords to Plowshares	L	C	0.20 2.00	0.10 1.50 A	0.10 1.20
Taiga	L	R	15.00	15.00	13.50
Terror	В	C	0.25	0.25	0.20
The Hive The Rack	A	R	5.00 1.00	4.00 1.00	3.50
Thicket Basilisk	G	U	1.00	1.00	0.80
Thoughtlace	U	R	3.40	3.00	3.00
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Throne of Bone Timber Wolves Titania's Sony Tranquility Tropical Island Tranquility Tropical Island Tranquility Tropical Island Tranquility Tropical Island Tunnat	AGGGGLGLR LBUURRGUWULUBBGRRGGGBBUBBGRRWWGBBA	U 1.0.0 C 0.2.0 C 0.2.0 U 1.0.0 C 0.2.0 R 7.0.0 U 1.0.0 U 1.0.0 U 1.0.0 U 1.0.0 U 1.0.0 U 1.0.0 C 0.2.0 U 1.0.0 U 1.0.	0 3,00 0	3.000 3.3000 13.25 0.800 13.25 0.700 13.25 0.700 13.25 0.200 0.20 0.20 0.20 0.20 0.20 0.20
Warp Artifact Water Elemental Weakness Web Wheel of Fortune White Knight White Ward Wild Growth	B G R W G B	R 4.0 U 1.0 C 0.2 R 3.5 R 7.0 U 1.0 C 0.2	0 3.50 A 0 1.00 A 5 0.25 0 3.00 0 5.00 0 1.00 A 1.00 A 5 0.25 0 5.00 0 1.00 A 0 5.30 A 0 7.10 V	3.00 0.70 0.20 3.00 4.80 0.80 0.70 0.20 4.80 5.00
Total	Sanihac Banihac	862.0		633.05 th on



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Fourth Edition Set	215.25	215.00 ▲	207.50
Fourth Edition Starter Box	102.50	100.00	100.00
Fourth Edition Booster Box	115.00	105.00 ▲	102.50
Fourth Edition Starter deck	10.00	9.70 ▲	9.30
Fourth Edition Booster pack	3.80	3.30 ▲	3.00

Fourth Edition Booster pack			3.80	3.30 ▲	3.00
CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abomination	В	U	1.00	1.00	0.50
Air Elemental	U	U	1.00	1.00	0.50
Alabaster Potion	W	С	0.25	0.20	0.10
Aladdin's Lamp	A	R	3.00	2.00	1.00
Aladdin's Ring	A	R	3.00	2.00	2.00
Ali Baba	R	U	1.00	0.80 ▼	0.50
Amrou Kithkin	W	C	0.25	0.20	0.10
Amulet of Kroog	A	С	0.25	0.20	0.10
Angry Mob	W	U	1.10	0.80	0.50
Animate Artifact	U	U	1.00	0.80 7	0.50
Animate Dead	В	U	1.00	1.00	0.50
Animate Wall	W	R	3.00		2.00
Ankh of Mishra	Α	R	4.00	3.00	2.00
Apprentice Wizard	U	С	0.25	0.25	0.10
Armageddon	W	R	7.40	6.50▼	5.00
Armageddon Clock	Α	R	3.00	3.00	2.00
	В	U	1.00	0.80▼	0.50
Ashnod's Battle Gear	Α	U	1.00	0.80▼	0.50
Aspect of Wolf	G	R	4.20	3.50▼	3.00
Backfire	U	U	1.00	0.80▼	0.50
Bad Moon	В	R	6.00	5.50	4.00
Balance	W	R	4.70	4.00	4.00
Ball Lightning	R	R	9.50	7.00▼	6.00
Battering Ram	A	C	0.25	0.20	0.10
Benalish Hero	W	C	0.25	0.20	0.10
Bird Maiden	R	C	0.25	0.20	0.10
Birds of Paradise	G	R	15.00	12.00	9.00
Black Knight	В	U	2.00	1.00	1.00
Black Mana Battery	A	R	3.00	3.00	1.00
Black Vise	A	U	1.00	1.00	1.00
Black Ward	W	U	1.00	0.80 7	0.50
Blessing	W	R	4.20	3.50 ▼	3.00
Blight			1.00	1.00	0.50
Blood Lust	R	C	0.25	0.20	0.10
Blue Elemental Blast Blue Mana Battery	A	R	3.00	3.00	2.00
Blue Ward	W	Ü	1.00	0.80	0.50
Bog Imp	В	C	0.25	0.20	0.10
Bog Wraith	В	Ü	1.00		0.50
Bottle of Suleiman	A	Ř	3.00	2.00	1.00
Brainwash	W	C	0.25	0.20	0.10
Brass Man	A	Ŭ	1.00	0.80	0.50
Bronze Tablet	A	Ř	3.00	3.00	3.00
Brothers of Fire	R	C	0.25	0.20	0.10
Burrowing	R	Ŭ	1.00	0.80	0.50
Carnivorous Plant	G	Č	0.25	0.20	0.10
Carrion Ants	В	II	1.00	1.00	1.00
Castle	W	Ŭ	1.00	0.80 🔻	0.50
Cave People	R	Ŭ	1.00	0.80	0.50
Celestial Prism	Ä	Ü	1.00	0.80	0.50
Channel	G	Ŭ	1.00		0.50
Chaoslace	R	Ř	2.60	1.50	1.00
Circle of Protection: Artifacts		Ü	1.00	1.00	1.00
Circle of Protection: Black	W	C	0.25	0.20	0.10



Circle of Protection: Blue	W	C	0.25	0.20	0.10
Circle of Protection: Green	W	CCC	0.25 0.25	0.20	0.10
Circle of Protection: Red	W	C	0.25	0.20	0.10
Circle of Protection: White	W	CC	0.25	0.20	0.10
Clay Statue	A	C	0.25	0.20	0.10 2.00
Clockwork Avian	A	R	3.00	3.00	2.00
Clockwork Beast	A	R	3.00	3.00	3.00
Cockatrice	G	R	4.00	4.00	3.00
Colossus of Sardia	A	R	4.00	3.50▼	3.00
Conservator	A	Ü	1.00	0.80▼	0.50
Control Magic	Ü	Ū	1.00	1.00	0.50 0.50
Conversion	W	Ŭ	1.00	0.80▼	0.50
Coral Helm	A	R	3.00	2.00	1.00
	B	R	4.00	2.00	2.00
Cosmic Horror		Ü	4.00	3.50▼	3.00
Counterspell	U	0	1.00	1.00	1.00
Craw Wurm	G	C	0.25	0.20	0.15
Creature Bond	U	C	0.25	0.20	0.10
Crimson Manticore	R	R	3.00	3.00	1.00
Crumble Crusade	G	U	1.00	0.80▼	0.50
Crusade	W	R	5.00	5.00 0.80▼	5.00
Crystal Rod	A	U	1.00	0.80▼	0.50
Cursed Land	В	U	1.00	0.80 🔻	0.50
Cursed Rack	A	U	1.00	1.00	1.00
Cyclopean Mummy	В	C	0.25 3.00	0.20	0.10
Dancing Scimitar	A	C	3.00	2.00	1.00
Dark Ritual	В	C	0.25	0.25	0.10
Death Ward	W	C	0.25	0.20	0.10
Deathgrip	В	Ŭ	1.00	0.80 7	0.50
Deathlace	В	Ř	3.00	1.50	1.00
Desert Twister	G	Ü	1.00	1.50 0.80▼	0.50
Detonate	R	Ü	1.00	0.90	0.50 0.50
				0.90	0.50
Diabolic Machine	A	U	1.00	0.80 7	0.00
Dingus Egg	A IAI	R	3.00	3.00 0.25 0.25	3.00
Disenchant	W	C	0.25 0.25	0.25	0.15 0.15
Disintegrate	R	C	0.25	0.25	0.15
Disrupting Scepter	A	R	2.60	2.00	2.00
Divine Transformation	W	U	1.00	1.00	1.00
Dragon Engine	A	R	3.00	1.50	1.00
Dragon Whelp	R	Ü	1.00	1.00	0.50
Drain Life	В	С	0.25	1.00	0.50 0.15
Drain Power	U	R	4.00	3.50▼	3.00
Drudge Skeletons	В	CCC	0.25	3.50▼ 0.20	0.10
Durkwood Boars	G	C	0.25 0.25	0.20 0.20	0.10
Dwarven Warriors	R	C	0.25	0.20	0.10
Earth Elemental	R	Ŭ	1.00	0.80▼	0.50
Earthquake	R	R	5.00	4.00	3.50
Fhony Horse	A	R	3.00	2.00	1.00
Ebony Horse Elder Land Wurm	W	R	4.00	3.50	3.00
El -Hajjaj	В	R	4.00	3.50▼ 3.50▼	3.00 3.00
Elven Riders	G	Ü	1.00	1.00	0.50
Elvish Archers	G	R	4.00	1.00 3.00	3.00
Energy Floy	U		4.00	0.80▼	0.50
Energy Flux	Ü	Ü	1.00	0.20	0.50
Energy Flux Energy Tap Erg Raiders		CCC	0.25 0.25	0.20	0.10
Erg Haluers	В	0	0.25	0.20	0.10
Erosion Etamol Morrison	U	0	0.25	0.20	0.10
Eternal Warrior	R	C	0.25	0.20	0.10
Evil Presence	В	U	1.00	0.80▼	0.50
Eye for an Eye	W	R	3.00	3.00 0.20	3.00 0.10
Fear	В	C	0.25		0.10
Feedback	U	U	1.00	0.80▼	0.50
Fellwar Stone	A	U	1.00	1.00	1.00
Fire Elemental	R	U	1.00 0.25	0.80▼	0.50
Fireball	R	CCC	0.25	0.25	0.50 0.15
Firebreathing		C	0.25	0.20	0.10
Fissure	R	C	0.25	0.20	0.10
Flashfires	R	C	1.00	1.00	0.50
Flight	U	C	0.25 0.25	0.20	0.10 0.10
Flood	U	C	0.25	0.20	0.10
Flying Carpet	A	R	3 00	2.00 🛦	1.00
Fog	G	C	0.25	0.20	0.10
Force of Nature	G	R	6.30	4.50 ▼	3.00
Forest (3 versions)	L	CRCCC	0.25 6.30 0.25 0.25	4.50 ▼ 0.15	0.10
Fortified Area	W	C	0.25	0.15 0.20	0.10
Frozen Shade	В	C	0.25	0.20	0.10
Fungusaur	G	R	3.00	3.00	3.00
Gaea's Liege	G	R R	3.00 5.00	4.00	3.00 3.00
Gaseous Form	Ü	C	0.25	0.20	0.10
Ghost Ship	Ü	C	1.00	0.80▼	0.50
Giant Growth	G	0	0.25	0.25	0.10
Giant Spider	G	0	0.25	0.20	0.15
Giant Strength	R	CCC	0.25 0.25	0.20	0.10
Giant Spider Giant Strength Giant Tortoise	Ü	0	0.25	0.20	0.10 0.10
Glasses of Urza	A	C	1.00	0.20	0.10
GRAGOOG OF GIZA	7	0	1.00	0.00 1	0.00

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Ī	01			4.00	0.00-	0.50
	Gloom Goblin Balloon Brigade	B R	U	1.00	0.80	0.50
	Goblin King	R	R	5.00	0.80 ▼ 5.00	4.00
	Goblin Rock Sled	R	C	0.25	0.20	0.10
	Grapeshot Catapult	A	Č	0.25	0.20	0.10
	Gray Ogre	R	C	0.25	0.20	0.10
	Greed	В	R	3.00	2.50	2.00
	Green Mana Battery	A	R	3.00	3.00	3.00
	Green Ward	W	Ũ	1.00	0.80▼	0.50
	Grizzly Bears	G	C	0.25	0.20	0.10
	Healing Salve Helm of Chatzuk	W	C R	0.25 3.00	0.20	0.10
	Hill Giant	R		0.25	3.00 0.20	0.10
	Holy Armor	W	C	0.25	0.20	0.10
	Holy Strength	W	CCC	0.25	0.20	0.10
	Howl from Beyond	В	C	0.25	0.20	0.10
	Howling Mine	A	R	6.30	5.50 ▼	5.00
	Hurkyl's Recall	U	R	3.00	3.00	2.00
	Hurloon Minotaur	R	C R	0.25	0.20	0.10
	Hurr Jackal	R		3.00	2.00	2.00
	Hurricane	G B	U	1.00	0.80▼	0.50
	Hypnotic Specter Immolation	R	C	2.00 0.25	1.10 0.20	0.10
	Inferno	R	R	4.00	4.00	3.00
	Instill Energy	G	Ü	1.00	0.80▼	0.50
	Iron Star	R	C	0.25	0.25	0.10
	Ironclaw Orcs	A	C	0.25	0.25	0.15
	Ironroot Treefolk	G	C C R	0.25	0.20	0.10
	Island (3 versions)	L	С	0.25	0.15	0.10
	Island Fish Jasconius	U		3.00	2.50 ▲	2.00
	Island Sanctuary	W	R	4.00	3.00	3.00
	Ivory Cup	A	Ü	1.00	0.80▼	0.50
	Ivory Tower Jade Monolith	A	₽ R	5.00 3.00	5.00	5.00
	Jandor's Saddlebags	A	R	3.70	3.00 3.00	3.00
	Javemdae Tome	A	R	3.00	3.00	3.00
	Jump	Û	C	0.25	0.20	0.10
	Junun Efreet	В	Ŭ	1.00	1.00	0.50
	Karma	W	Ŭ	1.00	0.80▼	0.50
	Keldon Warlord	R	Ū	1.00	1.00	0.80
	Killer Bees	G	U	1.00	1.00	1.00
	Kismet	W	U	1.00	1.00	0.50
	Kormus Bell	A	R	4.00	3.50▼	3.00
	Land Leeches	G	C	0.25	0.20	0.10
	Land Tax	W	R	5.00	5.00	5.0
	Leviathan	U	R	5.00	4.00 ▼	3.00
	Ley Druid	G	U	1.00	0.80▼	0.50
	Library of Leng	A	U	1.00	0.80 7	0.50
	Lifeforce Lifelace	G	U R	1.00	0.80 ▼ 1.50	0.50
	Lifetap	G	U	3.00 1.00	0.80 ▼	0.50
	Lightning Bolt	R	C	1.00	0.25	0.3
	Living Artifact	G	R	4.00	3.00	2.00
	Living Lands	Ğ	R	3.00	3.00	3.00
	Llanowar Elves	G	C	0.25	0.25	0.2
	Lord of Atlantis	U	Ř	5.00	5.00	4.5
	Lord of the Pit	В	R	5.00	4.50▼	3.0
	Lost Soul	В	С	0.25	0.20	0.10
	Lure	G	U	1.00	0.80▼	0.50
	Magical Hack	U	R	4.00	3.50 ▼	3.0
	Magnetic Mountain	R	R	3.00	2.00	2.0
	Mahamoti Djinn	U	R	6.00	6.00	5.50
	Mana Clash Mana Flare	R	R	3.00 4.00	2.00	2.0
		Ü	R	5.00	4.00	3.0
	Mana Short Mana Vault		R	4.00	4.00	3.0
	Manabarbs	A	R	3.00	2.00	2.0
	Marsh Gas	В	C	0.25	0.20	0.10
	Marsh Viper	G	C	0.25	0.20	0.10
	Meekstone	A	R	4.00	3.00	3.0
	Merfolk of the Pearl Trident	U	C	0.25	0.20	0.10
	Mesa Pegasus	W	C	0.25	0.20	0.10
	Millstone	A	R	5.30	5.00	5.0
	Mind Bomb	U	Ū	1.00	0.90	0.5
	Mind Twist	В	R	5.00	4.00▼	4.0
	Mishra's Factory (Fall) Mishra's War Machine	L	UR	2.50	1.10	1.0
	Mons's Goblin Raiders	R	C	3.00 0.25	3.00 0.20	3.0 0.1
	Morale	W	C	0.25	0.20	0.1
	Mountain (3 versions)	L	Č	0.25	0.15	0.10
	Murk Dwellers	В	С	0.25	0.20	0.1
	Nafs Asp	G	С	0.25	0.20	0.1
	Nether Shadow	В	R	4.70	3.50▼	3.0
	Nevinyrral's Disk	A	R	6.30	5.50▼	5.0
	Nightmare Northern Polodin	В	R	7.00	6.00	3.0
	Northern Paladin	W	R	3.00	3.00	3.0
	Oasis Obsignus Golem	A	U	1.00	1.00	1.0 0.5
	Obsianus Golem Onulet	A	R	1.00	1.00	1.5
	Orcish Artillery	R	U	1.00	0.80▼	0.5
	Orcish Oriflamme	R	U	1.00	0.80▼	0.5
	Ornithopter	A	Ü	1.00	0.80	0.5
	Osai Vultures	W	Ü	1.00	0.80	0.5
	Paralyze	В	C	0.25	0.20	0.1
	Pearled Unicorn	W	C	0.25	0.20	0.1
	Personal Incarnation	W	R	4.00	3.50▼	3.0
	Pestilence	В	C	0.25	0.20	0.1
	Phantasmal Forces Phantasmal Terrain	U	U	1.00	0.80	0.5
	Phantasmai Terrain Phantom Monster	U	C	1.00	0.20 0.80 V	0.10
	Piety	W	C	0.25	0.80	0.50
	Pikemen	W	C	0.25	0.20	0.11
	Pirate Ship	Ü	Ř	3.00	3.00	2.0
	Pit Scorpion	В	C	0.25	0.20	0.1
	Plague Rats	В	С	0.25	0.20	0.10
	Plains (3 versions)	L	С	0.25	0.15	0.10
	Power Leak .	U	С	0.25	0.20	0.10
	Power Sink	U	C	0.25	0.20	0.10
	Product Gyneige	R	R	3.50	3.00	2.0
	Pradesh Gypsies	G	С	0.25	0.20	0.10

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Primal Clay	A	R	3.00	3.00	2.00
Prodigal Sorcerer	Ü	C	0.25	0.20	0.15
Psionic Entity Psychic Venom	U	R C	3.00 0.25	3.00 0.20	3.00 0.10
Purelace	W	R	3.00	2.00	1.50
Pyrotechnics	R	U	1.00	1.00	0.50
Radjan Spirit	G	U	1.00	0.80 ▼	0.50
Rag Man Raise Dead	B	R	3.00 0.25	2.50 0.20	2.00 0.10
Rebirth	G	Ř	3.00	2.00	2.00
Red Elemental Blast	R	C	0.25	0.20	0.10
Red Mana Battery	A	R	3.00	3.00	3.00
Red Ward Regeneration	G	C	1.00	0.80 v 0.20	0.50 0.10
Relic Bind	Ü	Ř	3.00	3.00	2.00
Reverse Damage	W	R	4.00	4.00	3.00
Righteousness	W	R	3.50	3.00	3.00
Rod of Ruin Royal Assassin	A	U R	1.00	0.80 V	0.50 5.00
Samite Healer	W	C	0.25	7.50 ▼ 0.20	0.10
Sandstorm	G	C	0.25	0.20	0.10
Savannah Lions	W	R	5.00	4.50 ▼	4.00
Scathe Zombies Scavenging Ghoul	B	C	0.25	0.20 1.00	0.10
Scryb Sprites	G	C	0.25	0.20	0.50 0.10
Sea Serpent	U	C	0.25	0.20	0.10
Seeker	W	C	0.25	0.20	0.10
Segovian Leviathan Sengir Vampire	UB	U	1.00	0.80 ▼ 2.50 ▲	0.50
Serra Angel	W	Ü	5.00	1.10 7	1.00
Shanodin Dryads	G	C	0.25	0.20	0.10
Shapeshifter	A	U	1.00	1.00	0.50
Shatter Shivan Dragon	R	C R	0.25	0.20	0.10
Simulacrum	В	U	14.00	10.00▼	6.00 0.50
Sindbad	U	U	1.00	1.00	0.50
Siren's Call	U	U	1.00	0.80 ₹	0.50
Sisters of the Flame Sleight of Mind	R	C	0.25	0.20	0.10
Smoke	R	R R	4.00 3.00	3.00 3.00	3.00
Sorceress Queen	В	R	5.00	4.50 ▼	3.00
Soul Net	A	Ú	1.00	0.80▼	0.50
Spell Blast	U	C	0.25	0.20	0.10
Spirit Link Spirit Shackle	W	U	1.10	1.00 0.90	1.00
Stasis	ŭ	R	5.00	5.00 ▲	3.80
Steal Artifact	Ü	U	1.00	0.80♥	0.50
Stone Giant	R	Ü.	1.00	0.80▼	0.50
Stone Rain Stream of Life	R	C	0.25	0.20	0.10 0.10
Strip Mine, horizon,	u	U	0.23	0.20	0.10
uneven terraces	L	U	2.50	1.10▼	1.00
Sunglasses of Urza	A	R	3.00	3.00	2.00
Sunken City Swamp (3 versions)	U	C	0.25	0.20 0.15	0.10
Swords to Plowshares	W	Ü	2.00	1.50 ▲	0.80
Sylvan Library	G	R	5.00	5.00	4.00
Tawnos's Wand	A	U	1.00	0.80▼	0.50
Tawnos's Weaponry Tempest Efreet	A	U R	1.00	0.90 3.00	0.50 2.00
Terror	В	C	0.25	0.20	0.10
Tetravus	A	R	5.00	3.00▼	3.00
The Brute	R	C	0.25	0.20	0.10
The Hive The Rack	A	R	3.00	3.00 1.00	3.00 1.00
Thicket Basilisk	G	Ü	1.00	1.00	0.50
Thoughtlace	U	R	3.00	2.00	1.50
Throne of Bone	A	U	1.00	0.80▼	0.50
Timber Wolves Time Elemental	G	R	3.00 5.00	2.00 4.50▼	2.00 4.00
Titania's Song	G	R	3.00	2.00	1.50
Tranquility	G	C	0.25	0.20	0.10
Triskelion	A	R	5.00	5.00	3.00
Tsunami Tundra Wolves	G	U	1.00	1.00	0.50
Tunnel	R	C	0.25	0.20 0.80 V	0.10
Twiddle	U	C	0.25	0.20	0.10
Uncle Istvan	B	U	1.00	1.00	1.00
Unholy Strength Unstable Mutation	U	C	0.25	0.20	0.10
Unsummon	Ü	Č	0.25	0.20	0.10
Untamed Wilds	G	U	1.00	0.80▼	0.50
Urza's Avenger	A	R	3.00	3.00	3.00
Uthden Troll Vampire Bats	B	U	1.00	0.80 ▼ 0.20	0.50 0.10
Venom	G	C	0.25	0.20	0.10
Verduran Enchantress	G	R	3.50	3.00	2.50
Visions Volcanic Eruption	W	U	1.00	0.90	0.50
Wall of Air	U	R U	1.00	2.50 0.80 ▼	2.00 0.50
Wall of Bone	В	U	1.00	0.80▼	0.50
Wall of Brambles	G	U	1.00	0.80	0.50
Wall of Dust Wall of Fire	R	U	1.00	0.90 0.80▼	0.50 0.50
Wall of Ice	G	U	1.00	0.80	0.50
Wall of Spears	A	C	0.25	0.20	0.10
Wall of Stone	R	U	1.00	0.80▼	0.50
Wall of Swords Wall of Water	W	U	1.00	0.80	0.50
Wall of Wood	G	C	1.00	0.80 ▼ 0.20	0.50 0.10
Wanderlust	G	U	1.00	0.80▼	0.50
War Mammoth	G	C	0.25	0.20	0.10
Warp Artifact Water Elemental	U	R	3.00	3.00 0.80	2.00 0.50
Weakness	В	C	0.25	0.80	0.50
Web	G	R	3.00	3.00	3.00
Whirling Dervish	G	U	1.00	1.00	0.50
White Knight White Mana Battery	W	U R	2.00 4.00	1.00 3.00▼	0.50
White Ward	W	U	1.00	0.80▼	3.00 0.50

Wild Growth	G	C	0.25	0.20	0.10
Will-O-The-Wisp	В	R	5.00	5.00	5.00
Winds of Change	R	R	3.00	3.00	3.00
Winter Blast	G	U	1.00	0.90	0.50
Winter Orb	A	R	5.00	5.00	5.00
Wooden Sphere	A	U	1.00	0.80	0.50
Word of Binding	В	C	0.25	0.20	0.10
Wrath of God	W	R	8.00	7.50 ▼	7.00
Xenic Poltergeist	В	R	3.00	3.00	2.50
Yotian Soldier	A	C	0.25	0.20	0.10
Zephyr Falcon	U	C	0.25	0.25	0.10
Zombie Master	В	R	4.70	3.00 ▼	3.00
Total		6	68.20	562.75	435.30
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Fifth Edition

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oth Edition Set	207.50	205.00 🛦	202.50
5th Edition Starter Box	103.75	102.50 🛦	101.25
oth Edition Booster Box	103.75	102.50 🛦	101.25
5th Edition Starter deck	9.70	9.50 ▲	9.20
oth Edition Booster pack	3.10	3.00	3.00

5th Edition Booster pack			3.10	3.00	3.00
CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abbey Gargoyles	W	U	1.00	1.00	0.60
Abyssal Specter	В	U	1.00	1.00	0.80
Adarkar Wastes	L	R	5.60	5.50	5.00
Aether Storm Air Elemental	U	U	1.00	1.00	0.50
Akron Legionnaire	W	R	1.00 3.60	1.00 3.00	0.50 3.00
Alabaster Potion	W	C	0.25	0.15	0.15
Aladdin's Ring	A	R	2.50	2.00	2.00
Ambush Party	R	C	0.25	0.15	0.15
Amulet of Kroog	A	C	0.25	0.15	0.15
Angry Mob	W	U	1.00	1.00	0.80
An-Havva Constable	G	R	3.10	3.00	2.50
Animate Dead	В	U	1.00	1.00	0.50 2.50
Animate Wall Ankh of Mishra	W	R	3.30	3.00	2.50
Anti-Magic Aura	Ü	U	1.00	3.00 1.00	3.00
Arenson's Aura	W	Ü	1.00	1.00	0.50
Armageddon	W	R	6.20	5.50 ▼	5.00
Armor of Faith	W	C	0.25	0.15	0.15
Ashes to Ashes	В	U	1.00	1.00	0.50
Ashnod's Altar	A	U	1.00	1.00	0.50
Ashnod's Transmogrant	A	C	0.25	0.15	0.15
Aspect of Wolf	G	R	3.00	3.00	1.50
Atog	R	U	1.00	1.00	0.50
Aurochs Auroch Burgaugrata	G	C	0.25	0.15	0.15
Aysen Bureaucrats Azure Drake	U	C	0.25 1.00	0.15	0.15
Bad Moon	В	R	5.10	1.00 5.00	0.50 4.30
Ball Lightning	Ř	R	5.10 8.50	7.00 ▼	6.00
Barbed Sextant	A	C	0.25	0.15	0.15
Barl's Cage	A	R	3.70	3.00▼	2.50
Battering Ram	A	C	0.25	0.15	0.15
Benalish Hero	W	C	0.25	0.15	0.15
Binding Grasp	U	U	1.00		0.80
Bird Maiden	R	C	0.25	0.15	0.15
Birds of Paradise	G	R	12.25	12.00	8.50
Black Knight Blessed Wine	B	C	1.50 0.25	1.10 ▼ 0.15	0.80
Blight	В	Ü	1.00	1.00	0.15
Blinking Spirit	W	R	4.50	3.80▼	3.00
Blood Lust	R	C	0.25	0.15	0.15
Bog Imp	В	C	0.25	0.15	0.15
Bog Rats	В	C	0.25 0.25	0.15	0.15
Bog Wraith	В	U,	1.00	1.00	0.50
Boomerang	U	C	0.25	0.15	0.15
Bottle of Suleiman	A	R	3.60	3.00	2.50
Bottomless Vault	L	R	3.00	3.00▼	2.50
Brainstorm Brainwash	W	C.	0.25	0.15	0.15
Brassclaw Orcs	R	C	0.25	0.15 0.15	0.15
Breeding Pit	В	Ü	1.00	1.00	0.80
Broken Visage	В	R	3.30	3.00	2.50
Brothers of Fire	R	C	3.30 0.25	0.15	0.15
Brushland	L	R	5.70	5.00 ▼	5.00
Carapace	G	С	0.25	0.15	0.15
Caribou Range	W	R	3.90	3.00▼	3.00
Carrion Ants	B	U	1.00	1.00	0.80
Castle Cat Warriors	G	C	1.00	1.00	0.50
Cave People	R	Ü	1.00	1.00	0.15
Chub Toad	G	C	0.25	0.15	0.15
Circle of Protection: Artifacts		Ŭ	1.00	1.00	0.80
Circle of Protection: Black	W	C	0.25	0.15	0.15
Circle of Protection: Blue	W	C	0.25	0.15	0.15
Circle of Protection: Green	₩	C	0.25	0.15	0.15
Circle of Protection: Red	W	C	0.25	0.15	0.15
Circle of Protection: White	W	C	0.25	0.15	0.15
City of Brass	L	R	6.90	6.00▼	5.00
Clay Statue	A	C	0.25	0.15	0.15
Cloak of Confusion Clockwork Beast	A	C	0.25	0.15	0.15
Clockwork Steed	A	R	3.60 1.00	3.00	3.00 0.50
Cockatrice	G	R	3.80	1.00 ▼	3.00
Colossus of Sardia.	A	R	4.00	4.00▼	3.00
Conquer	R	Ü	1.00	1.00	0.80
Coral Helm	A	R	3.60	3.00	2.50
Counterspell	U	C	0.25	0.25	2.50 0.25
Craw Giant	G	U	1.00	1.00	0.80
Craw Wurm	G	C	0.25	0.15	0.15
Crimson Manticore	R	R	3.50	3.00▼	2.00
Crown of the Ages	A	R	3.00	3.00	2.80
Crumble	G	U	1.00	1.00	0.50
Crusade Crystal Rod	W	R	5.40	5.00	4.90 0.50
oryotal flou	n	U	1.00	1.00	0.50

Cursed Land Dance of Many	B	U R	1.00	1.00	0.50
Dancing Scimitar	A	R	3.00	3.00	2.00
Dandân Dark Maze	U	C	0.25	0.25	0.15 0.15
Dark Ritual	В	CCC	0.25	0.25	0.20
D'Avenant Archer Death Speakers	W	C	0.25	0.15 0.15	0.15
Death Ward	W	C	0.25	0.15	0.15
Deathgrip Deflection	B	U R	1.00	1.00 5.00	0.50 4.30
Derelor	В	R	4.00	3.00 ▼	3.00
Desert Twister Detonate	G	U	1.00	1.00	0.50
Diabolic Machine	A	U	1.00	1.00	0.50
Dingus Egg Disenchant	A W	R	3.30 0.25	3.00 0.25	3.00 0.20
Disintegrate	R	C	0.25	0.25	0.20
Disrupting Scepter Divine Offering	A	R	3.30 0.25	2.00 V 0.15	2.00 0.15
Divine Transformation	W	U	1.00	1.00	0.80
Dragon Engine Drain Life	AB	R	3.00 0.25	2.00 v 0.15	1.50 0.15
Drain Power	U	R	4.00	3.00 ▼	2.50
Drudge Skeletons Durkwood Boars	B G	C	0.25	0.15 0.15	0.15
Dust to Dust	W	U	1.00	1.00	0.80
Dwarven Catapult Dwarven Hold	R	U R	1.00	1.00 ▼	0.50 3.00
Dwarven Ruins	L R	U	1.00	1.00	0.60
Dwarven Soldier Dwarven Warriors	R	C	0.25	0.15 0.15	0.15
Earthquake	R	R U	5.00	5.00 4	4.00
Ebon Stronghold Elder Druid	G	R	1.00	1.00 ▼	3.00
Elkin Bottle	A	R	3.50	3.00	2.50
Elven Riders Elvish Archers	G	U R	1.00 4.80	1.00 ▼	0.80 2.50
Energy Flux	U	Ū	1.00	1.00	0.50
Enervate Erg Raiders	В	C	0.25	0.15 0.15	0.15
Errantry Eternal Warrior	R R	CCC	0.25	0.15 0.15	0.15
Evil Eye of Orms-by-Gore	В	Ü	1.00	1.00	0.50
Evil Presence	B W	U R	1.00		0.50 2.50
Eye for an Eye Fallen Angel	В	U	3.00	3.00 1.00	0.80
Fear Feedback	B	C	0.25	0.15 1.00	0.15
Feldon's Cane	A	U	1.00	1.00	0.80
Fellwar Stone Feroz's Ban	A	U R	1.00	1.00 ▼	0.80
Fire Drake	R	U	1.00	1.00	0.60
Fireball Firebreathing	R	C	0.25	0.25 0.15	0.20
Flame Spirit	R	U	1.00	1.00	0.50
Flare Flashfires	R	C	1.00	0.15 1.00	0.15
Flight	U	C	0.25	0.15	0.15
Flood Flying Carpet	U	R	0.25 2.50	0.15 2.00	0.15
Fog	G	C	0.25	0.15	0.15
Force of Nature Force Spike	G	R	4.80 0.25	4.00 ▼ 0.15	3.50 0.15
Forest (4 versions) Forget	L	L R	0.15	0.10 3.00	0.10
Fountain of Youth	A	U	1.00	1.00	0.50
Foxfire Frozen Shade	G	C	0.25	0.15 0.15	0.15
Funeral March	В	Č	0.25	0.15	0.15
Fungusaur Fyndhorn Elder	G	R	3.00	3.00 1.00	3.00
Game of Chaos	R	R	3.00	3.00	2.50
Gaseous Form Gauntlets of Chaos	U	C R	0.25 3.00	0.15 3.00	3.00
Ghazbán Ogre	G	C	0.25	0.15	0.15
Giant Growth Giant Spider	G	C	0.25	0.25	0.20
Giant Strength	R	C	0.25	0.15	0.15
Glacial Wall Glasses of Urza	U	U	1.00	1.00	0.50
Gloom	В	U	1.00	1.00	0.50
Goblin Digging Team Goblin Hero	R	C	0.25	0.15 0.15	0.15
Goblin King	R	R	5.00	5.00	4.50
Goblin War Drums Goblin Warrens	R R	C R	3.00	0.25 3.00	0.20 3.00
Grapeshot Catapult	A	C	0.25	0.15	0.15
Greater Realm of Preservation Greater Werewolf	B	U	1.00	1.00	1.00
Grizzly Bears	G	C	0.25	0.15	0.15
Havenwood Battleground Heal	W	C	1.00	1.00	0.60
Healing Salve	W	C	0.25	0.15 0.15	0.15 0.15 3.50
Hecatomb Helm of Chatzuk	B	R R	4.50 3.00	4.00 ▼ 3.00	2.00
Hill Giant	R	C	0.25	0.15	0.15
Hipparion Hollow Trees	W	C R	0.25 3.30	0.15 ₹	0.15 3.00
Holy Strength	W	C	0.25	0.15	0.15
Homarid Warrior Howl from Beyond	B	C	0.25	0.15 0.15	0.15 0.15
Howling Mine	A	R	5.40	5.00▼	5.00
Hungry Mist Hurkyl's Recall	G	C R	0.25 3.00	0.15 3.00	0.15 2.50
Hurloon Minotaur	R	C	0.25	0.15	0.15
Hurricane Hydroblast	G	U	1.00	1.00	0.80
Icatian Phalanx	W	U	1.00	1.00	0.50
Icatian Scout	W	С	0.25	0.15	0.15

Icatian Store	L	R	3.00	3.00 ▼	3.00
Icatian Town	W	R	3.00	3.00	3.00
Ice Floe Imposing Visage	R	C	1.00	1.00 0.15	0.50 0.15
Incinerate Inferno	R	C R	0.25 4.00	0.25 4.00	0.25 3.00
Infinite Hourglass	A	R	3.00 0.25	3.00 0.15	3.00 0.15
Initiates of the Ebon Hand Instill Energy	G	C	1.00	1.00	0.50
Iron Star Ironclaw Curse	A	U R	1.00 3.10	1.00	0.50 3.00
Ironclaw Orcs	R	C	0.25	0.15	0.15
Ironroot Treefolk Island (4 versions)	G L	C	0.25	0.15 0.10	0.15 0.10
Island Sanctuary Ivory Cup	W	R U	4.40 1.00	4.00 ▲ 1.00	3.00 0.50
Ivory Guardians	W	U	1.00	1.00	0.50
Jade Monolith Jalum Tome	A	R R	3.00	3.00	2.50 3.00
Jandor's Saddlebags Jayemdae Tome	A	R R	3.00	3.00	2.80 3.00
Jester's Cap	A	R	7.20	7.00	5.00
Johtull Wurm Jokulhaups	G R	U R	1.00	1.00 6.00	0.80 4.50
Joven's Tools Justice	A	U	1.00	1.00	0.60
Juxtapose	U	R	3.00	3.00	3.00
Karma Karplusan Forest	L	U R	1.00 5.90	1.00 5.30 ▼	0.50 5.00
Keldon Warlord Killer Bees	R	U	1.00	1.00	0.60
Kismet	W	U	1.00	1.00	0.50
Kjeldoran Dead Kjeldoran Royal Guard	B W	C R	0.25 4.20	0.15 4.00	0.15 3.00
Kjeldoran Skycaptain Knight of Stromgald	W	U	1.00	1.00	0.80
Krovikan Fetish	В	С	0.25	0.15	0.15
Krovikan Sorcerer Labyrinth Minotaur	U	C	0.25	0.15 0.15	0.15 0.15
Leshrac's Rite Leviathan	B	U R	1.00 4.50	1.00 3.00 ▼	0.50 3.00
Ley Druid	G	С	0.25	0.25	0.20
Lhurgoyf Library of Leng	G	R	4.50 1.00	4.00 ▼ 1.00	3.50 0.50
Lifeforce	G	U	1.00	1.00	0.50
Lifetap Living Artifact	G	R	1.00 3.00	1.00 3.00	0.50 3.00
Living Lands Llanowar Elves	G	R C	3.00	3.00 0.25	2.50 0.25
Lord of Atlantis	U	R	4.50	4.00 ▼	3.50
Lord of the Pit Lost Soul	B B	R C	5.00 0.25	4.50 ▼ 0.15	3.00 0.15
Lure Magical Hack	G	U R	1.00 3.50	1.00 ▼	0.50 3.00
Magus of the Unseen	Ü	R	3.00	3.00	2.80
Mana Clash Mana Flare	R	R	3.00 4.30	3.00 3.00 ▼	2.00 3.00
Mana Vault Manabarbs	A	R R	5.00	4.80 3.00	3.50
Marsh Viper Meekstone	G	CR	0.25 4.40	0.15 3.00 ▼	0.15 3.00
Memory Lapse	U	C	0.25	0.25	0.15
Merfolk of the Pearl Trident Mesa Falcon	W	C	0.25 0.25	0.15 0.15	0.15 0.15
Mesa Pegasus Millstone	W	CR	0.25 5.10	0.15 5.00	0.15 5.00
Mind Bomb Mind Ravel	U	U	1.00	1.00	0.60
Mind Warp	В	U	1.00	0.15	0.15
Mindstab Thrull Mole Worms	B	C	0.25 1.00	0.15	0.15
Mons's Goblin Raiders	R	C	0.25	0.15	0.50 0.15 0.10
Mountain (4 versions) Mountain Goat	R	C	0.15	0.10 0.15	0.15
Murk Dwellers Nature's Lore	B	C	0.25	0.15 0.15	0.15 0.15
Necrite Necropotence	B	CR	0.25	0.15	0.15 5.00
Nether Shadow	В	R	5.50	4.00 ▼	3.00
Nevinyrral's Disk Nightmare	A B	R R	5.90	5.50 V 5.00	5.00 4.50
Obelisk of Undoing Orcish Artillery	A	R	3.00 1.00	3.00 1.00	2.80
Orcish Captain	R	U	1 00	1.00	0.50 0.50
Orcish Conscripts Orcish Farmer	R	C	0.25	0.15 0.15	0.15 0.15
Orcish Oriflamme Orcish Squatters	R	U R	1.00	1.00 3.00 V	0.50 3.00
Order of the Sacred Torch	W	R	3.50	3.00▼	3.00
Order of the White Shield Orgg	R	U R	1.00	1.00	0.50 3.00
Ornithopter Panic	A	U	1.00	1.00 0.15	0.50 0.15
Paralyze	В	C.	0.25	0.15	0.15
Pearled Unicorn Pentagram of the Ages	W	C.	0.25 3.00	0.15 3.00	0.15 3.00
Personal Incarnation Pestilence	W	R	3.70 0.25	3.00 V 0.15	3.00 0.15
Phantasmal Forces	U	U	1.00	1.00	0.50
Phantasmal Terrain Phantom Monster	U	C	0.25 1.00	1.00	0.15 0.50
Pikemen Pirate Ship	W	С	0.25	0.15	0.15
Pit Scorpion	В	C	0.25	0.15	0.15
Plague Rats Plains (4 versions)	B	L	0.25 0.15	0.15 0.10	0.15
Portent Power Sink	U	C	0.25 1.00	0.15	0.15 0.50
Pox	B	R	4.50	4.00	3.90
Pradesh Gypsies	u	U	0.25	0.15	0.15

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Daine at Olav		D	2.00	2.00	0.50
Primal Clay	A	R	3.00	3.00 ▼	2.50 3.00
Primal Order	R	U	1.00	1.00	0.50
Primordial Ooze	W	C	0.25	0.15	0.30
Prismatic Ward Prodigal Sorcerer	U	C	0.25	0.15	0.15
Psychic Venom	Ŭ	Č	0.25	0.15	0.15
Pyroblast	R	Ü	1.00	1.00	0.40
Pyrotechnics	R	Ü	1.00	1.00	0.50
Rabid Wombat	G	Ü	1.00	1.00	0.50
Radjan Spirit	G	Ū	1.00	1.00	0.50
Rag Man	В	R	3.00	2.00 ▼	1.50
Raise Dead	В	C	0.25	0.15	0.15
Ray of Command	U	C	0.25	0.15	0.15
Recall	U	R	4.00	3.00 ▼	3.00
Reef Pirates	U	C	0.25	0.15	0.15
Regeneration	G	C	0.25	0.15	0.15
Remove Soul	U	C	0.25	0.15	0.15 0.15
Repentant Blacksmith	W	C	0.25	0.15	0.15
Reverse Damage	W	R	4.00	3.00 ▼	3.00
Righteousness	W	R	3.70	3.00 ▼	2.50
Rod of Ruin	A	U	1.00	1.00	0.50
Ruins of Trokair	L	U	1.00	1.00	0.60
Sabretooth Tiger	R	C	0.25	0.15	0.15
Sacred Boon	W	Ū	1.00	1.00	0.50
Samite Healer	W	C	0.25 3.10	0.15 3.00	0.15 2.50
Sand Silos		C	0.25	0.15	0.15
Scaled Wurm Scathe Zombies	G B	C	0.25	0.15	0.15
Scavenger Folk	G	Č	0.25	0.15	0.15
Scryb Sprites	Ğ	C	0.25	0.15	0.15
Sea Serpent	Ŭ	Č	0.25	0.15 0.15	0.15
Sea Spirit	Ŭ	Ŭ	1.00	1.00	0.50
Sea Sprite	Ŭ	Ū	1.00	1.00	0.50
Seasinger	Ü	Ū	1.00	1.00	0.80
Segovian Leviathan	U	U	1.00	1.00	0.50
Sengir Autocrat	В	R	4.50	3.00 ▼	2.50
Seraph	W	R	4.80	3.80 ▼	3.00
Serpent Generator	A	R	4.00	4.00	3.00
Serra Bestiary	W	U	1.00	1.00	0.50
Serra Paladin	W	U	1.00	1.00	0.50
Shanodin Dryads	G	С	0.25	. 0.15	0.15
Shapeshifter	A	U	1.00	1.00	0.80
Shatter	R	C	0.25	0.15	0.15
Shatterstorm	R	U	1.00	1.00	1.00
Shield Bearer	W	C	0.25	0.15	0.15
Shield Wall	W	C	0.25	0.15	0.15
Shivan Dragon	R	R	11.25	8.00▼	6.00
Shrink Cibilont Chirit	G	C R	0.25 4.50	0.15	0.15 3.50
Sibilant Spirit	A	U	1.00	4.00	0.50
Skull Catapult Sleight of Mind	Ü	R	3.90	1.00 3.00 ▼	3.00
Smoke	R	R	3.00	3.00	3.00
Sorceress Queen	В	R	5.00	4.00 ▼	3.00
Soul Barrier	Ŭ	C	0.25	0.15	0.15
Soul Net	A	Ŭ	1.00	1.00	0.50
Spell Blast	Ü	C	0.25	0.15	0.15
Spirit Link	W	Ŭ	1.00	1.00	0.50
Stampede	G	R	4.00	3.00 ▼	3.00
Stasis	U	R	5.00	4.00 ▲	3.50
Steal Artifact	U	U	1.00	1.00	0.50
Stone Giant	R	U	1.00	1.00	0.50
Stone Rain	R	C	0.25	0.15	0.15
Stone Spirit	R	U	1.00	1.00	0.50
Stream of Life	G	C	0.25	0.15	0.15
Stromgald Cabal	В	R	3.00	3.00	2.00
Sulfurous Springs	L	R	5.90	5.00▼	4.50
Svyelunite Temple	L	U	1.00	1.00	0.60
Swamp (4 versions)	L	L	0.15	0.10	0.10
Sylvan Library	G	R	5.00	5.00	4.50
Tarpan	G	C	0.25 1.00	0.15 1.00	0.15
Tawnos's Weaponry Terror	B	C	0.25	0.15	0.15
The Brute	R	C	0.25	0.15	0.15
The Hive	A	R	3.30	3.00	3.00
The Wretched	В	R	4.50	4.00 ▼	3.00
Thicket Basilisk	G	Ü	1.00	1.00	0.50
Throne of Bone	A	U	1.00	1.00	0.50
Thrull Retainer	В	U	1.00	1.00	0.50 0.50 2.50
Time Bomb	A	R	3.50	3.00 ▼	2.50
Time Elemental	U	R	5.00	5.00	4.00
Titania's Song	G	R	3.00	3.00	2.00
Torture	В	C	0.25	0.15	0.15
Touch of Death	В	C	0.25	0.15	0.15
Tranquility	G		0.25	0.15	0.15
Truce	W	R	3.00	3.00	2.80
Tsunami Tundra Wolves	G	U	1.00	1.00 0.15	0.50 0.15
Twiddle	U	C	0.25	0.15	0.15
Underground River	Ĺ	R	6.00	6.00	5.00
Unholy Strength	В	C	0.00	0.15	0.15
Unstable Mutation	ŭ	C	0.25	0.15 0.15 0.15	0.15
Unsummon	Ü	Č	0.25	0.15	0.15 0.15
Untamed Wilds	G	Ŭ	1.00	1.00	0.50
Updraft	Ũ	C	0.25	0.15	0.15
Urza's Avenger	A	R	3.30	3.00 ▼	3.00
Urza's Bauble	A	U	1.00	1.00	0.50
Urza's Mine	L	C	0.25	0.15	0.15
Urza's Power Plant	L	C	0.25	0.15	0.15
Urza's Tower	L	C	0.25	0.15	0.15
Vampire Bats	В	C	0.25	0.15	0.15
Venom	G	C	0.25	0.15	0.15
Verduran Enchantress	G	R	3.10	3.00	3.00
Vodalian Soldiers	U	C	0.25	0.15	0.15
Wall of Air	U	U	1.00	1.00	0.50
Wall of Brambles	B	U	1.00	1.00	0.50
Wall of Brambles Wall of Fire	R	U	1.00	1.00	0.50 0.50
Wall of Spears	A	C	0.25	0.15	0.30
Wall of Stone	Ř	Ü	1.00	1.00	0.50
Wall of Swords	W	Ü	1.00	1.00	0.50

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Wanderlust War Mammoth Warp Artifact Weakness Whitel Knight While Knight Wind Growth Wind Spirit Winds of Change Winter Blast Winter Orb Wolverine Pack Wooden Sphere Word of Blasting Wrath of God Wyluil Wolt Xenic Poltergeist Zephyr Falcon Zombie Master Zur's Weirding Total	G G B B G W G U R G A G A R W G B U B U	U 1.00 C 0.25 R 3.30 U 1.00 U 1.50 C 0.25 U 1.00 R 3.30 U 1.00 R 5.40 U 1.00 U 1.00 U 1.00 C 0.25 F 4.00 C 0.25 R 4.00 R 3.50 R 3.50 R 3.50 R 3.50 R 3.50 R 3.50 R 3.50 R 3.50 R 3.50	1.00 0.15 1.00 3.00 1.00 1.00 1.00 1.00 1.00 1.00	0.15 0.80 0.50 0.15 0.80 3.00 0.60 4.50 0.50 0.50 0.50 3.00 3.00 0.20
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Classic Set		1	83.50	181.75 ▲	180.25
Classic Starter Box			93.50	92.25 ▲	91.25
Classic Booster Box			87.00	84.75▼	82.25
Classic Starter deck			10.75	10.50 ▲	9.30
Classic Booster pack			3.40	3.30	3.10
CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abduction	U	U	1.00	0.90	0.60
Abyssal Hunter	В	R	4.30	3.80 ▼	3.10
Abyssal Specter	В	U	1.00	1.00	0.60
Adarkar Wastes	L	R	5.90	5.30 ▼	5.00
Æther Flash	R	U	1.00	0.80 ▼	0.50
Agonizing Memories	В	U	1.00	0.80 ▼	0.50
Air Elemental	U	U	1.00	0.80▼	0.50
Aladdin's Ring	A	R	3.90	3.00	2.30
Amber Prison	A	R	3.90	3.00 🔻	3.00
Anaba Bodyguard	R	C	0.25	0.20	0.10
Anaba Shaman Ancestral Memories	Ü	C R	0.25 4.00	4.00	0.10 3.30
Animate Wall	W	R		3.00	3.00
Ankh of Mishra	A	R	4.10 4.20	3.50 ▼	3.00
Archangel	W	R	7.00	6.00 ▼	4.60
Ardent Militia	W	Ü	1.00	0.80 ▼	0.50
Armageddon	W	R	6.80	6.00 ₹	5.30
Armored Pegasus	W	C	0.25	0.20	0.10
Ashen Powder	В	R	3.90	3.30 ▼	3.00
Ashnod's Altar	A	U	1.00	0.80 🔻	0.50
Balduvian Barbarians	R	C	0.25	0.20	0.10
Balduvian Horde	R	R	6.70	5.40 ▼	5.00
Birds of Paradise	G	R	13.00	10.25 🔻	7.30 0.60
Blaze Blight	В	U	1.00	1.00 0.80 ▼	0.00
Blighted Shaman	В	Ü	1.00	0.80 🔻	0.50 0.50
Blood Pet	В	C	0.25	0.20	0.10
Bog Imp	В	Č	0.25	0.20	0.10
Bog Rats	В	Č	0.25	0.20	0.10
Bog Wraith	В	U	1.00	0.80 ₹	0.50
Boil	R	U	1.00	0.80 🔻	0.50
Boomerang	U	C	0.25	0.20	0.10
Bottle of Suleiman	A	R	3.80	3.00	3.00
Browse	U	U R	1.00	0.90 5.00▼	0.60
Brushland Burrowing	R	U	5.80	0.80	5.00 0.50
Call of the Wild	G	Ř	4.80	3.50	3.00
Castle	W	Ü	1.00	0.80 ▼	0.50
Cat Warriors	G	C	0.25	0.20	0.10
Celestial Dawn	W	R	5.40	4.50 ▼	4.00
Charcoal Diamond	A	U	1.00	1.00	0.60
Chill Circle of Protection: Black	W	C	1.00	0.90	0.60
Circle of Protection: Blue	W	C	0.25	0.20	0.10
Circle of Protection: Green	W	Č	0.25	0.20	0.10
Circle of Protection: Red	W	Č	0.25	0.20	0.10
Circle of Protection: White	W	C	0.25	0.20	0.10
City of Brass	L	R	7.00	6.00▼	5.00
Coercion	В	С	0.25	0.20	0.10
Conquer	R	U	1.00	1.00	0.60
Counterspell	U	C	0.25	0.25 1.00	0.25
Creeping Mold Crimson Hellkite	R	R	6.00	5.00▼	3.50
Crusade	W	R	5.90	5.30 ▼	4.80
Crystal Rod	A	Ü	1.00	0.80 ▼	0.50
Crystal Vein	1	U	1.00	0.90	0.60
Cursed Totem	A	R	5.20	4.80 ▼	4.10
Dancing Scimitar	A	R	3.90	3.00	2.30
Daraja Griffin	W	U R	1.00 4.30	0.90 3.50	3.00
Daring Apprentice D'Avenant Archer	W	C	0.25	0.20	0.10
Deflection	Ü	Ř	4.80	4.10▼	4.00
Dense Foliage	G	R	3.80	3.00▼	3.00
Derelor	В	R	3.80	3.00	3.00
Desertion	U	R	5.00	4.50 ▼	4.00
Diminishing Returns	U	R	4.80	4.00 ▼	3.30
Dingus Egg	A	R	3.90	3.00	2,60 0.15
Disenchant Disrupting Scepter	A	C R	0.25 3.60	0.25 3.00	1.50
Divine Transformation	W	Ü	1.00	1.00	0.60
Doomsday	В	R	4.20	3.50 ▼	3.00
Dragon Engine	A	R	3.90	3.00	2.30
Dragon Mask	A	U	1.00	0.90	0.60
Dread of Night	В	U	1.00	0.90	0.60
Dream Cache	U	C	0.25	0.20	0.10
Drudge Skeletons	В	U	0.25	0.20	0.10
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Dry S		В	C	0.25	0.20	0.10
Dwan	en Ruins	L	U	1.00	0.90	0.60
Farthe	Harvest	G R	R R	4.40 5.00	4.10	3.30 4.30 0.60 0.10 3.00
Fhon :	juake Stronghold	Ľ	Ü	1.00	5.00 A 0.90	0.60
Ekund	lu Griffin	w	C	0.25	0.20	0.00
Elder	Druid	G	Ř	3.80	3.00▼	3.00
Elven	Cache Riders	G	C	0.25	0.20	0.10
Elven	Riders	G	U	1.00 4.20	1.00 3.50 0.20	0.10
Elvish	Archers	G	U R	4.20	3.50	3.00 0.10 1.00
	olement	В	C	0.25	0.20	0.10
	tened Tutor	W	U	1.60	1.00 ▼	1.00
Ethere	al Champion	W	R	3.80	3.00	3.00 0.50 3.40 3.00 0.50
Evil Ey	ve of Orms-by-Gore	В	U	1.00	0.80▼	0.50
Exile		W	R	5.00	4.80▼	3.40
Fallen		В	R	4.00	3.50▼	3.00
Fallow		G	U	1.00	0.80▼	0.50
	ar Ground	G	Ü	1.00	0.80▼	0.50 0.10
Fatal E Fear	DIUW	В	CCC	0.25 0.25	0.20	0.10
	of the Unicorn	В	0	0.25	0.20	0.10 0.10 0.60 0.10 3.20 4.00 0.60 0.50
	ef Archers	G	Ü	1.00	1.00	0.10
Feral S	Shadow	В	Č	0.25	0.20	0.00
Fervor		R	R	4.80	3.90▼	3.20
Final F	ortune	R	R	4.80	4.00▼	4.00
Fire D	iamond	A	Ü	1.00	1.00	0.60
Fire El	emental	R	Ū	1.00	0.80 V 0.20	0.50
Firebro	eathing	R	C	0.25	0.20	0.10
Fit of I	Rage	R	CCCRUC	0.25	0.20	0.10
Flame	Spirit	R	C	0.25	0.20	0.10
Flash			R	3.90	3.00 ▼	3.00
Flashf	ires	R	U	1.00	0.80▼	0.50
Flight		Ü	C	0.25	0.20 0.20 3.00 V 0.80 V 0.20	0.10
Flying	Carpet	A	R	3.90	3.00	3.00
Fog	amantal	G	C	3.90 0.25 0.25	0.20	0.10 3.00 0.50 0.10 3.00 0.10 0.10 3.00
Fog El	emental	В	R	4.50	3.00▼	0.10
Forest	Iden Crypt	L	L	0.15		0.00
Forget	(4 versions)	Ū		4.10	0.10 3.00	0.10 3.00
Fount	ain of Youth	A	R	1.00	0.00	0.50
	orn Brownie	G	Č	0.25	0.80▼ 0.20	0.30
Fyndh	om Elder	Ğ	Ŭ	0.25	1.00	0.10
Gaseo	us Form	Ü	Č	0.25	0.20	0.10
Giant	Growth Spider Strength	G	Č	0.25 0.25	0.25 0.20	0.15
Giant	Spider	G	CCC	0.25	0.20	0.10
Giant :	Strength	R	C	0.25	0.20	0.10
Glacia	l Wall		U	1.00	0.80▼	0.50
	es of Urza	Α	U	1.00	0.80▼	0.50
Goblin	Digging Team	R	C C C R	0.25	0.20	0.10
Goblin	Elite Infantry	R	C	0.25 0.25	0.20 0.20	0.10
Goblin	Hero	R	C	0.25	0.20	0.10
Goblin		R	К	4.80	4.00▼	4.00
Goblin	Recruiter	R	U	1.00	1.00	0.60
Godill	Warrens	R	R	3.00	3.00 0.20	3.00
Ground	Chieftain	G B	C	0.25 1.00	0.20	0.10
Crave	bane Zombie	В	C	0.25	0.80 V 0.20	0.00
Grave Greed	uiggei	B	R	3.00	3.00	0.10
Grinni	ng Totem		R	5.00	5.00	0.500 0.100 0.600 0.100 0.150 0.100 0.500 0.100 0.500 0.100 0.500 0.100 0.500 0.100 0.500 0.100 0.500 0.100 0.500 0.100 0.500 0.100 0.000
Grizzh	Bears	A	C	0.25	5.00 0.20	0.10
Hamn	ner of Bogardan		R	0.25 9.10	7.80▼	0.10 6.40 0.50
	attan Efreet	R	Ü	1.00	0.80 ₹	0.50
Haven	wood Battleground	L	U	1.00	0.90	0.60
Healin	g Salve	W	C	0.25	0.90 0.20	0.60 0.10 0.50 3.00 0.10
Heavy	Ballista	W	U	1.00	0.80 🔻	0.50
Hecate	omb	В	R	4.80	3.50 V 0.20	3.00
Hero's	Resolve	W	C	0.25		0.10
Hidde	n Horror	В	U	1.00	0.80▼	0.50 0.10
Horne	d Turtle	U	C	0.25	0.20 0.20	0.10
How!	from Beyond	В	C	0.25	0.20	0.10 5.10
Hulkin	ng Mine g Cyclops	A R	R	5.90 1.00	5.40 ▼ 0.90	0.60
Hurric	g Oyolops ane	G	R	4.90	3.80	3.00
Icatian	Town	W	R	3.80	3.80	2.30
Illicit A	uction	R	R R	4.30	3.40	3.00
Infantr	v Veteran	w	C	4.30 0.25	3.40▼ 0.20	0.10
Inferna	y Veteran al Contract	В	R	4.30	3.80▼	3.10
Infern)		R	3.90	3.30▼	3.00
Insigh		R	U	1.00	0.90	0.60
Inspira	ation	Ü	C	0.25	0.90 0.20	0.10
Iron S	tar	A	U	1.00 0.25 1.00	0.80♥	0.10
Island	(4 versions)	L	L	0.15	0.10	0.10
lvory (Cup	Α	U	1.00	0.80▼	0.50
					- 4	

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Jade Monolith	Α	R	3.40	2.00	2.30
Jalum Tome	A	R	3.00	3.00	3.00
Jayemdae Tome	A	R	3.90	3.00	3.00
Jokulhaups	R	R	5.40		
Juxtapose	Ü	R	4.30	5.00	3.50
Karplusan Forest	L	R		3.50	
Kismet	W	Ü	5.90	5.40 🔻	5.00
	В	C	1.00	0.80 🔻	0.50
Kjeldoran Dead			0.25	0.20	0.10
Kjeldoran Royal Guard	W	R	4.30	3.50 ▼	3.00
Lead Golem	A	U	1.00	0.80▼	0.50
Leshrac's Rite	В	U	1.00	0.80▼	0.50
Library of Lat-Nam	U	R	3.80	3.00▼	3.00
Light of Day	W	Ū	1.00	0.80▼	0.50
Lightning Blast	R	C	0.25	0.20	
Living Lands	G	R	3.00	3.00	3.00
Llanowar Elves	G	C	0.25	0.25	0.25
Longbow Archer	W	U	1.40	1.00	1.00
Lord of Atlantis	U	R	5.00	4.50 ▲	4.00
Lost Soul	В	C	0.25	0.20	0.10
Lure	G	Ü	1.00	0.80▼	0.50
Mana Prism	A	Ŭ	1.00	0.90	0.60
Mana Short	Ü	Ř	4.70	3.80▼	3.00
Manabarbs	Ř	R	4.40	3.30	3.00
Marble Diamond	A	Ü	1.00	1.00	0.60
Maro	G	R	5.00		
				4.50▼	4.00
Meekstone	A	R	4.80	3.50	3.00
Memory Lapse	U	C	0.25	0.25	0.20
Merfolk of the Pearl Trident	U	C	0.25	0.20	0.10
Mesa Falcon	W	C	0.25	0.20	0.10
Millstone	A	R	5.20	5.00	3.50
Mind Warp	В	U	1.00	1.00	0.60
Mischievous Poltergeist	В	U	1.00	0.90	0.60
Moss Diamond	A	U	1.00	1.00	0.60
Mountain (4 versions)	L	L	0.15	0.10	0.10
Mountain Goat	R	C	0.25	0.20	0.10
Mystic Compass	A	Ŭ	1.00	0.90	0.60
Mystical Tutor	Ü	Ŭ	1.00	1.00	1.00
Nature's Resurgence	G	Ř	4.30	4.00	
Necrosavant	В	R	4.30	4.00	3.30
Nightmare	В	R	6.20	4.80▼	4.10
Obsianus Golem	A	Ü	1.00		0.60
Orcish Artillery	R	Ü	1.00	1.00	
				0.80	0.50
Orcish Oriflamme	R	Ū	1.00	0.80▼	0.50
Order of the Sacred Torch	W	R	4.50	3.50 ▼	3.00
Ornithopter	A	U	1.00	0.80▼	0.50
Pacifism	W	C	0.25	0.20	0.10
Painful Memories	В	C	0.25	0.20	0.10
Panther Warriors	G	C	0.25	0.20	0.10
Patagia Golem	A	U	1.00	0.80▼	0.50
Pearl Dragon	W	R	5.00	4.50▼	0.50 3.30
Pentagram of the Ages	A	R	3.00	3.00	3.00
Perish	В	Ü	1.00	1.00	1.00
Pestilence	В	Ŭ	1.00	0.80▼	0.50
Phantasmal Terrain	ŭ	C	0.25	0.20	0.10
Phantom Warrior	Ü	Ü	1.00		0.10
Phyrexian Vault	A	U	1.00	0.80	0.60
				0.90	
Pillage	R	Ų	1.00	1.00	1.00
Plains (4 versions)	L	L	0.15	0.10	0.10
Polymorph	U	R	4.50	4.00	3.30
Power Sink	U	U	1.00	0.80▼	0.50
Pradesh Gypsies	G	С	0.25	0.20	0.10
Primal Clay	A	R	3.00	2.50 0.20	1.30
Prodigal Sorcerer		С	0.25	0.20	0.10
Prosperity	U	U	1.00	1.00	1.00
Psychic Transfer	U	R	4.30	3.80▼	3.10
Psychic Venom	U	C	0.25	0.20	0.10
Pyrotechnics	R	C	0.25	0.25	0.15
Python	В	C	0.25	0.20	0.10
Radjan Spirit	G	Ũ	1.00	0.80▼	0.50
Rag Man	В	R	3.00	3.00	2.30
Raging Goblin	R	C	0.25	0.20	0.10
Raise Dead	В		0.25	0.20	0.10
Rampant Growth	G	C	0.25	0.20	0.10
	В				
Razortooth Rats Recall	U	C R	0.25	0.20 3.00▼	0.10
			4.50		3.00
Reckless Embermage	R	R	4.30	3.50	3.00
Redwood Treefolk	G	C	0.25	0.20	0.10
Regal Unicorn Regeneration	W	C	0.25	0.20	0.10
			0.25	0.20	0.10
Relearn	U	U	1.00	1.00	0.60
Relentless Assault	R	R	5.80	4.90 ▼	3.40
Remedy	W	C	0.25	0.20	0.10
Remove Soul	U	C	0.25	0.20	0.10
Reprisal	W	U	1.00	0.80▼	0.50
Resistance Fighter	W	C	0.25	0.20	0.10
Reverse Damage	W	R	4.10	3.00 ₹	3.00
River Boa	G	U	1.00	1.00	1.00
Rod of Ruin	A	U	1.00	0.80▼	0.50
Rowen	G	Ř	3.80	3.00 ▼	2.30
Ruins of Trokair	L	U	1.00	0.90	0.60
Sabretooth Tiger	Ř	C	0.25	0.20	0.10
Sage Owl	Ü	C	0.25	0.20	0.10
Samite Healer	W	C	0.25	0.20	0.10
Scaled Wurm	G	0	0.25	0.20	0.10
Scathe Zombies	В	C	0.25	0.20	0.10
Sea Monster	Ü	C	0.25	0.20	
Segovian Leviathon	Ü	Ü			0.10
Segovian Leviathan Sengir Autocrat			1.00	0.80▼	0.50
Soronity	B	R	4.80	3.50	3.00
Serenity	W	R	4.20	3.80 ▼	3.10
Serra's Blessing	W	U	1.00	1.00	0.60
Shanodin Dryads	G	C	0.25	0.20	0.10
Shatter	R	C	0.25	0.20	0.10
Shatterstorm	R	R	3.00	3.00	2.30
Shock	R	C	0.25	0.25	0.25
Sibilant Spirit	Ü	Ř	3.90	3.30	3.00
Skull Catapult	A	Ü	1.00	0.80▼	0.50
Sky Diamond	A	Ŭ	1.00	1.00	0.60
Snake Basket	A	R	5.80	5.00	3.50
Soldevi Sage	Û	Ü	1.00	0.90	0.60
Soul Net	A	Ü	1.00	0.80▼	0.50
- 5011101	-11	J	1.00	V.00 T	0.00

Spell Blast	U	C	0.25	0.20	0.10
Spirit Link	W	U	1.00	1.00	0.60
Spitting Drake Spitting Earth	R	C	1.00	1.00	0.60
Stalking Tiger	G	C	0.25	0.20	0.10
Standing Troops Staunch Defenders	W	C	0.25	0.20 0.80 V	0.10
Stone Rain	R	C	0.25	0.20	0.50 0.10
Storm Cauldron	A	R	4.30	4.00	3.30
Storm Crow Strands of Night	U B	C	0.25 1.00	0.20 0.80 v	0.10
Stream of Life	G	C	0.25	0.20	0.10
Stromgald Cabal Stupor	B	R	4.00	3.50 v	3.00 0.60
Sulfurous Springs	Ī.	R	5.90	5.40 ▼	5.00
Summer Bloom Sunweb	GW	U	1.00	1.00	0.60
Svyelunite Temple	L	R	4.20 1.00	3.50 v 0.90	3.00 0.60
Swamp (4 versions) Syphon Soul	L	L	0.15	0.10	0.10
Syphon Soul Talruum Minotaur	B	C	0.25	0.20 0.20	0.10
Tariff	W	R	4.20	3.50	0.10 3.00
Teferi's Puzzle Box	A	R	4.30	3.50 ▼	3.00
Terror The Hive	B A	C R	0.25	0.20 3.00	0.10
Thicket Basilisk	G	Ü	1.00	0.80▼	0.50
Throne of Bone	A	Ũ	1.00	0.80▼	0.50
Tidal Surge Trained Armodon	U	C	0.25	0.20 0.20	0.10
Tranquil Grove	G	R	4.30 0.25	4.00	0.10 3.30
Tranquility	G	C	0.25	0.20	0.10
Tremor Tundra Wolves	R W	C	0.25 0.25	0.20 0.20	0.10
Uktabi Orangutan	G	U	1.00	1.00	0.60
Uktabi Wildcats	G	R	4.90	4.00▼	3.30
Underground River Unseen Walker	G	R U	6.20 1.00	5.50 ▼ 0.80 ▼	5.00 0.50
Unsummon	U	C	0.25	0.20	0.10
Untamed Wilds Unyaro Griffin	G	U	1.00 1.00	0.80▼	0.50 0.50
Vampiric Tutor	В	R	8.40	8.00 🔻	6.50
Venerable Monk	W	C	0.25	0.20	6.50 0.10
Verduran Enchantress Vertigo	G	R	4.50 1.00	3.00 0.80 v	3.00 0.50
Viashino Warrior	R	C	0.25	0.20	0.10
Vitalize	G	C	0.25	0.20	0.10
Vodalian Soldiers Volcanic Dragon	U R	C R	0.25 6.80	0.20 5.50 ▼	0.10 5.00
Volcanic Geyser	R	U	1.00	1.00	0.60
Waiting in the Weeds Wall of Air	G	R U	3.80	3.00 V	3.00 0.50
Wall of Fire	R	Ü	1.00	0.80▼	0.50
Wall of Swords	W	U	1.00	0.80▼	0.50
Wand of Denial Warmth	A W	R U	4.20 1.00	3.50 ▼ 1.00	3.00 0.60
Warrior's Honor	W	C	0.25	0.20	0.10
Warthog Wild Crouth	G	Ū	1.00	1.00	0.60
Wild Growth Wind Drake	G	C	0.25	0.20	0.10
Wind Spirit	U	U	1.00	1.00	0.60
Wooden Sphere Worldly Tutor	A	U	1.00	0.80 🔻	0.50
Wrath of God	W	R	1.00 7.40	1.00 6.00▼	0.60 5.30
Wyluli Wolf	G	R	3.90	3.00	3.00
Zombie Master Zur's Weirding	B	R R	4.80	4.00	3.30 3.00
Total	0	6	55.95	3.50 ▼ 556.30	449.90
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Sev Sev	e	Ш	Ш	(51	
Edi	П	in	n		
was de la Colonia de C	600075	79-79-00-0	I III	350 C	ards
Seventh Edition Set			78.50	462.00▲	
Seventh Edition Starter Box Seventh Edition Booster Box		1	07.50 09.25	105.00 A 90.00	95.00 90.00
Seventh Edition Starter deck			10.50	10.00	9.30
Seventh Edition Booster pack			3.40	3.30	3.30
Rare Foil Card Uncommon Foil Card			7.50 3.00	6.00▼	5.30
Common Foil Card			1.00	1.00	1.00
TOP FOIL CARDS	COL	RAR	UPPER	R MEDIAN	LOWER
Adarkar Wastes	L	R	18.50	16.00▲	9.50
Birds of Paradise City of Brass	G		96.25 23.00	87.50 ▼ 14.00	57.50 12.00
Coat of Arms	A	R	27.50	14.00	12.00
Crimson Hellkite	R		16.50	14.00	12.00
Karplusan Forest Serra Angel	W		16.00 72.50	13.00 60.00	9.50 36.75
Shivan Dragon Underground River	R	R	52.50	25.00 ▼	20.00
THE STREET SIVE	1	K	15.50	15.00	11.00

Stone Rain Storm Cauldron	R	C R	0.25 4.30	0.20 4.00	0.10 3.30
Storm Crow Strands of Night	U	C	0.25	0.20	0.10
Stream of Life	G	C	1.00	0.80▼ 0.20	0.50 0.10
Stromgald Cabal Stupor	B	R U	4.00	3.50▼	3.00 0.60
Sulfurous Springs	L	R	5.90	5.40▼	5.00
Summer Bloom Sunweb	G	U R	1.00 4.20	1.00 3.50 ▼	0.60 3.00
Svyelunite Temple	L	U	1.00	0.90	0.60
Swamp (4 versions) Syphon Soul	B	C	0.15 0.25	0.10	0.10 0.10
Talruum Minotaur	R	C	0.25	0.20	0.10
Tariff Teferi's Puzzle Box	W	R	4.20	3.50 3.50 ▼	3.00 3.00
Terror	В	C	0.25	0.20	0.10
The Hive Thicket Basilisk	A	R U	3.00	3.00 0.80▼	1.50 0.50
Throne of Bone	Α	U	1.00	0.80▼	0.50
Tidal Surge Trained Armodon	G	C	0.25 0.25	0.20 0.20	0.10 0.10
Tranquil Grove	G	R	4.30	4.00	3.30
Tranquility Tremor	G	C	0.25	0.20 0.20	0.10 0.10
Tundra Wolves	W	C	0.25	0.20	0.10
Uktabi Orangutan Uktabi Wildcats	G	R	1.00 4.90	1.00 4.00▼	0.60 3.30
Underground River	L	R	6.20	5.50 ▼	5.00
Unseen Walker Unsummon	G	C	1.00	0.80 ▼ 0.20	0.50 0.10
Untamed Wilds	G	U	1.00	0.80 ▼	0.50
Unyaro Griffin Vampiric Tutor	B	U R	1.00	0.80 ▼	0.50 6.50
Venerable Monk Verduran Enchantress	W	C	0.25 4.50	0.20	0.10
Vertigo	G	R	1.00	3.00 0.80 v	3.00 0.50
Viashino Warrior Vitalize	R	C	0.25	0.20	0.10
Vodalian Soldiers	G	C	0.25	0.20	0.10 0.10
Volcanic Dragon	R	R	6.80	5.50 ▼	5.00
Volcanic Geyser Waiting in the Weeds	R G	U R	3.80	1.00 3.00▼	0.60 3.00
Wall of Air	U	U	1.00	0.80	0.50
Wall of Fire Wall of Swords	R W	U	1.00	0.80▼	0.50 0.50
Wand of Denial	A	R	4.20	3.50▼	3.00
Warmth Warrior's Honor	W	C	1.00	1.00 0.20	0.60 0.10
Warthog	G	U	1.00	1.00	0.60
			0.25	U.ZU	0.10
Wild Growth Wind Drake	Ü	Č	0.25	0.20	0.10
Wind Drake Wind Spirit	U	C	1.00	0.20 1.00	0.60
Wind Drake Wind Spirit Wooden Sphere	U U A G	C		0.20	
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God	U A G W	C U U U R	1.00 1.00 1.00 7.40	0.20 1.00 0.80 ▼ 1.00 6.00 ▼	0.60 0.50 0.60 5.30
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluli Woff Zombie Master	U U A G W G B	CUUURRR	1.00 1.00 1.00	0.20 1.00 0.80 v 1.00	0.60 0.50 0.60
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluli Wolf Zombie Master Zur's Weirding	U A G W G	CUUURRRRR	1.00 1.00 1.00 7.40 3.90 4.80 4.20	0.20 1.00 0.80 ¥ 1.00 6.00 ¥ 3.00 4.00 3.50 ¥	0.60 0.50 0.60 5.30 3.00 3.30 3.00
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluli Wolf Zombie Master Zur's Weirding Total	U U A G W G B U	CUUURRRR R R 6	1.00 1.00 1.00 7.40 3.90 4.80 4.20 55.95	0.20 1.00 0.80 ¥ 1.00 6.00 ¥ 3.00 4.00	0.60 0.50 0.60 5.30 3.00 3.30
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluii Wolf Zombie Master Zur's Weirding Total	UU AGWG BU	CUUURRRR R R 6	1.00 1.00 7.40 3.90 4.80 4.20 55.95	0.20 1.00 0.80 ¥ 1.00 6.00 ¥ 3.00 4.00 3.50 ¥	0.60 0.50 0.60 5.30 3.00 3.30 3.00
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluli Wolf Zombie Master Zur's Weirding Total	UU AGWG BU	CUUURRRR R R 6	1.00 1.00 7.40 3.90 4.80 4.20 55.95	0.20 1.00 0.80 V 1.00 6.00 V 3.00 4.00 3.50 V 556.30	0.60 0.50 0.60 5.30 3.00 3.30 3.00 449.90
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wylui Wolf Zombie Master Zur's Weirding Total Sev Edi	UU AGWG BU	CUUUURRRRR 6	1.00 1.00 1.00 7.40 3.90 4.80 4.20 55.95	0.20 1.00 0.80 v 1.00 6.00 v 3.00 4.00 3.50 v 556.30	0.60 0.50 0.60 5.30 3.00 3.30 449.90
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluli Wolf Zombie Master Zur's Weirding Total Seventh Edition Set Seventh Edition Starter Box	UU AGWG BU	CUUUURRRRR 6	1.00 1.00 1.00 7.40 3.90 4.80 4.20 55.95	0.20 1.00 0.80 v 1.00 6.00 v 3.00 4.00 3.50 v 556.30	0.60 0.50 0.60 5.30 3.00 3.30 3.00 449.90 ards 406.00 95.00
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluli Wolf Zorts Weirding Total Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Booster Box	UU AGWG BU	CUUUURRRRR R R R R 11	1.00 1.00 1.00 7.40 3.90 4.80 4.20 55.95 th 78.50 07.50 09.25	0.20 1.00 0.80 v 1.00 6.00 v 3.00 4.00 3.50 v 556.30 350 C	0.60 0.50 0.60 5.30 3.00 3.30 3.00 449.90 ards 406.00 95.00 90.00
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Booster Box Seventh Edition Booster Box Seventh Edition Booster Box Seventh Edition Booster Box	UU AGWGBU	CUUUURRRRR R R R R 11	1.00 1.00 7.40 3.90 4.80 4.20 55.95 th n 78.50 09.25 10.50 3.40	0.20 1.00 0.80v 1.00 6.00 v 3.00 4.00 3.50 v 556.30 350 C 462.00 A 105.00 a 90.00 10.00 3.30	0.60 0.50 0.60 5.30 3.00 3.30 3.00 449.90 ards 406.00 95.00 90.00 9.30 3.30
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluli Wolf Zombie Master Zur's Weirding Total Seventh Edition Set Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box	UU AGWGBU	CUUUURRRRR R R R R 11	1.00 1.00 1.00 7.40 3.90 4.80 4.20 55.95 th n 78.50 07.50 09.25 10.50	0.20 1.00 0.80 v 1.00 6.00 v 3.00 4.00 3.50 v 556.30 350 C	0.60 0.50 0.60 5.30 3.00 3.30 449.90 ards 406.00 95.00 90.00 9.30
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluli Wolf Zombie Master Zur's Weirding Total Seventh Edition Set Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Boaster pack Rare Foil Card Uncommon Foil Card Common Foil Card	U A G W G B U	C UUUURRRRR 60	1.00 1.00 7.40 3.90 4.80 4.20 55.95 th 78.50 07.50 09.25 10.50 3.40 7.50 3.00 1.00	0.20 1.00 0.80 ▼ 1.00 6.00 ▼ 3.50 ▼ 556.30 350 € 462.00 ▲ 105.00 ▲ 90.00 10.00 3.30 6.00 ▼ 1.00	0.60 0.50 0.60 5.30 3.00 449.90 ards 406.00 95.00 90.00 93.30 5.30 2.00 1.00
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Starter Box S	U A G W G B U COL	C U U U R R R R R R 6 Mi	1.00 1.00 7.40 3.90 6.55.95 10.50 7.50 9.25 10.50 3.00 1.00	0.20 1.00 0.80 v 1.00 6.00 v 3.50 v 556.30 350 C 462.00 A 90.00 105.00 A 90.00 1.00 2.50 v 1.00	0.60 0.50 0.60 5.30 3.00 3.00 449.90 ards 406.00 95.00 9.30 3.30 5.30 2.00 1.00
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluli Wolf Zombie Master Zur's Weirding Total Seventh Edition Set Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Boster Box Seventh Edition Boster pack Rare Foil Card Uncommon Foil Card Common Foil Card TOP FOIL CARDS Adarkar Wastes Birds of Paradise	UU A G W G B U COL	CUUUURRRRR RR 60 MI	1.00 1.00 1.00 7.40 3.90 4.80 4.20 78.50 07.50 09.25 10.50 3.00 1.00 UPPEF 18.50 96.25	0.20 1.00 6.00 y 1.00 3.00 3.50 v 3.50 v 3.50 c 462.00 A 105.00 A 90.00 10.00 2.55 v 1.00 A 1.00 A 1	0.60 0.50 0.60 5.30 3.00 3.30 3.00 449.90 406.00 95.00 90.00 93.30 5.30 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter deck Seventh Edition Bosster Box Seventh Edition Borster Box Seventh Edition Starter Box S	UU A G W G B U COL L G L	CUUURRRRR 6 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1.00 1.00 1.00 7.40 4.80 4.20 55.95 10.50 3.40 7.50 9.25 10.50 3.40 7.50 9.25 10.50 10.50 9.25 10.50 20.20 10.50	0.20 1.00 6.000 ¥ 1.00 4.00 4.00 3.500 € 462.00 Å 105.000 4.00 90.00 10.00 3.30 90.00 10.00 3.30 10.00	0.60 0.50 0.60 5.30 3.00 3.30 3.00 449.90 ards 406.00 95.00 90.00 9.30 3.30 5.30 1.00 LOWER 9.50 57.50 57.50
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter deck Seventh Edition Booster pack Rare Foil Card Uncommon Foil Card Common	UU AGWGBU COLLAR	CUUURRRR R 6 ni io	1.00 1.00 1.00 1.00 3.90 4.80 4.20 55.95 th 7.850 07.50 09.25 10.30 1.00 UPPE 18.50 96.25 23.00 27.50 16.50	0.20 1.00 0.80 V 1.00 V 3.00 4.00 V 556.30 350 C 462.00 A 105.00 A	0.60 0.50 0.60 5.30 3.00 449.90 449.90 449.90 95.00 90.00 99.00 90.00 90.00 1.00 1.00 1.
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Soster pack Rare Foil Card Uncommon Foil Card Uncommon Foil Card Common Foil Card TOP FOIL CARDS Adarkar Wastes Birds of Paradise City of Brass Coat of Arms Crimson Hellkite Karplusan Forest	UU AGWGBU COLLARL	CUUUURRRRR 6 11 11 RAR RRRRRRRRRRRRRRRRRRRRRRRR	1.00 1.00 1.00 1.00 3.90 4.80 4.20 555.95 th 7.850 07.50 09.25 10.50 1.00 1.00 1.00 1.00 1.00 1.00 1.	0.20 1.00 0.80 V 1.00 6.00 V 3.00 4.00 4.00 4.00 1.00 4.00 1.	0.60 0.50 0.60 5.30 3.00 449.90 449.90 449.90 95.00 90.00 99.00 90.00 90.00 1.00 1.00 1.
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Starter deck Seventh	UU AGWGBU COLLARLWR	CUUUURRRRR 6 11 11 RAR RRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 1.00 1.00 7.40 3.90 4.80 07.50 09.25 10.50 3.00 1.00 UPPEF 18.50 96.25 96.20 27.50 16.50 16.50 17.50 17.50 18	0.20 1.00 0.80 Y 1.00 6.00 Y 3.00 4.00 4.00 4.00 1.00 4.00 1.	0.60 0.50 0.50 0.60 5.30 3.30 3.00 4449.90 4449.90 95.00 90.00 93.30 1.00 1.00 1.200 1.200 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9.
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluli Wolf Zombie Master Zur's Weirding Total Seventh Edition Set Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter deck Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Booster pack Arare Foil Card Uncommon Foil Card Common Foil Card Uncommon Foil Card Common Foil Card Seventh Edition Booster Box Card of Arms Crimson Hellkite Karplusan Forest Serra Angel	UUAGWGBU COLL GLARLW	CUUURRRR 6 11 10 41 11 11 11 11 11 11 11 11 11	1.00 1.00 1.00 1.00 3.90 4.80 4.20 07.50 07.50 07.50 3.40 7.50 3.40 7.50 3.00 96.25 23.00 27.50 16.00 72.50	0.20 1.00 0.80 Y 3.00 4.00 4.00 4.00 4.00 105.00 4.00 105.00 4.00 105.00	0.60 0.50 0.50 0.50 3.00 3.00 449.90 449.90 95.00 95.00 99.00 9.30 2.00 1.200 12.00 12.00 9.50 9.50 9.50 9.50 9.50 9.50 9.50 9
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluii Wolf Zombie Master Zur's Weirding Total Seventh Edition Set Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Boaster Box Seventh Edition Starter Box Seventh Edition Boaster Box Seventh Edition Boaster Box Seventh Edition Boaster Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Boaster Box Seventh Edition Starter Box Seventh Edition Boaster Box Seventh Edition Box Seventh Edition Seventh Edition Box Seventh Edition Box Seventh Edition Box Seventh Edition Seventh Edition Box Seventh Edition Seventh Edition Seventh Edition Box Seventh Edition Sevent	UU A G W G B U C C L G L A R L W R L W	CUUURRRR 6 11 10 RAR RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 1.00 1.00 7.40 3.90 4.80 9.55.95 10.50 3.40 7.50 96.25 23.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.20 1.00 0.80 V 3.00 4.00 V 3.30 V 4.00 V 4	0.60 0.50 0.50 0.60 3.30 3.30 3.30 449.90 449.90 449.90 95.00 95.00 90.00 1.00 1.20 1.20 1.20 1.20 1.20 1.20
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Set Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edit	UUAGWGBU COLLGLARLWRLW COLL B	CUUURRRR 6 11 11 11 11 11 11 11 11 11 1	1.00 1.00 7.40 3.90 4.80 4.20 55.95 10.50 99.25 10.50 3.40 7.50 3.00 1.00 18.50 27.50 52.30 16.5	0.20 1.00 0.80 V 3.00 4.00 V 3.00 4.00 V 3.50 V 556.30 462.00 A 105.00 A 10	0.60 0.50 0.50 0.60 3.30 3.30 3.30 3.40 3.40 9.50 9.50 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter deck Seventh Edition Booster pack Rare Foil Card Uncommon Foil Card Common Foil Card Common Foil Card TOP FOIL CARDS Adarkar Wastes Birds of Paradise City of Brass Coat of Arms Crimson Hellkite Karplusan Forest Serra Angel Shivan Dragon Underground River Wrath of God CARD NAME	COL L G L A R L W R L W COL	CUUURRRR 6 11 10 RAR RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 1.00 1.00 7.40 3.90 4.80 55.95 10.50 3.40 7.50 96.25 23.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.20 1.00 0.80 V 1.00 3.00 3.00 3.50 V 3.50 V	0.60 0.50 0.60 5.30 3.30 3.30 3.30 449.90 449.90 40.00 95.00 99.00 90.00 1.00 12.00 12.00 12.00 12.00 12.00 12.00 33.50 12.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00 10.00
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Stater Box Seventh Edition Starter Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Booster pack Rare Foil Card Uncommon Foil Card Uncommon Foil Card Common Foil Card Uncommon Foil Card Uncomm	UUAGWGBU COLL GLARL WRL WRL WGOL BBBLR	CUUURRRR 6 4 11 1 RAR RRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 1.00 7.40 3.90 4.80 4.20 55.95 78.50 07.50 09.25 3.40 7.50 09.25 16.50 27.50 16.50 57.50 07.55 50.50 1.00	0.20 1.00 0.80 V 3.00 4.00 V 3.00 4.00 V 3.50 V 462.00 A 105.00 A 9.00 V 105.00 V 105.00 A 9.00 V 105.00 A 9.0	0.60 0.50 0.50 0.50 3.30 3.30 3.00 449.90 449.90 449.90 149.90 95.00 95.00 95.00 95.00 12.
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Starter Box Seventh Edi	COL LG LA R L W R L W COL B B L R B U	CUUURRRR 6 11 11 11 11 11 11 11 11 11 1	1.00 1.00 7.40 3.90 4.80 4.20 55.95 7.8.50 07.50 09.25 10.50 3.00 1.00 27.50 16.00 27.50 16.50 16.50 15.50 57.50 UPPEF 4.00 1.00 6.40	0.20 1.00 0.80 ▼ 1.00 3.00 3.50 ▼ 3.50	0.60 0.50 0.60 5.30 3.30 3.30 449.90 449.90 406.00 95.00 90.00 9.00 9.30 1.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 12.00 13.35 14.00 15.00 16.00
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Set Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Booster Box Seventh Ed	UUAGWGBU COLLGLARLWRLW COLL BBLRBUA	CUUURRRR 6 11 11 11 11 11 11 11 11 11	1.00 1.00 7.40 3.90 4.80 4.20 9.55.95 78.50 97.50 3.40 1.00 99.25 10.50 3.40 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.20 1.00 0.80 ¥ 3.00 4.00 4.00 3.30 4.00 4.00 4.00 4.00	0.660 0.500
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluii Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Booster Box Seventh Edition Border Gox Seventh Edition Border Gordon Gox Grant Grant Gox Grant	COL LGLAR LWR LW GOL BB LR BUAGU	CUUURRRR 6 41 11 RAR RRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 1.00 7.40 3.90 4.20 7.50 07.50	0.20 1.00 0.80 V 3.00 4.00 3.00 4.00 3.50 V 556.30 462.00 A 105.00	0.60 0.50 0.50 0.60 3.300 3.300 3.300 449.90 406.00 9.500 9.500 9.500 12.0000 12.0
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Starter deck Sev	COL L G L AR L W R L W COL B B L R BU A G U G	CUUURRRR 6 11 11 11 11 11 11 11 11 11	1.00 1.00 7.40 4.80 4.80 4.20 90.925 10.50 90.25 10.50 90.25 10.50 90.25 10.50 90.25 10.50 90.25 10.50 90.25 10.50 90.25 10.50 90.25 10.50 90.25 10.50	0.20 1.00 0.80 V 1.00 0.80 V 2.50 C 1.00 0.80 V 1.00 0	0.60 0.50 0.50 0.60 3.300 3.300 3.300 3.300 3.300 3.300 3.300 3.500 95.00 95.00 95.00 90.00 1.00 1.00 1.200
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Se	UUAGWGBU COLLGLARLWRLW GOLLWB BUAGUGWU	CUUUURRRR 6 4 1 1 1 RAR RRRRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 1.00 7.40 4.80 4.20 9.755.95 78.50 90.25 10.50 90.25 10.50 90.25 10.50 90.25 10.50 10	0.20	0.60 0.50 0.50 0.50 3.30 3.30 3.30 449.90 466.00 95.00 95.00 99.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Booster Box Seventh Edition Booster Box Seventh Edition Booster Box Seventh Edition Border deck Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Starter deck Se	UUUAGWGBBUUCCOLLGLWWUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUU	CUUUURRRR 6 4111 RAR RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 1.00 1.00 7.40 4.80 4.20 7.850 07.50 07.50 09.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.20	0.60 0.50 0.50 0.60 3.300 3.300 3.300 3.300 3.300 449.90 449.90 449.90 9.0000 9.000
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Se	UUAGWGBU COLLGLARLWRLW GOLLWB BUAGUGWU	CUUUURRRR 6 4 1 1 1 RAR RRRRRRRRRRRRRRRRRRRRRRRRRRRR	1.00 1.00 7.40 4.80 4.20 9.755.95 78.50 90.25 10.50 90.25 10.50 90.25 10.50 90.25 10.50 10	0.20	0.60 0.50 0.50 0.50 3.30 3.30 3.30 449.90 466.00 95.00 95.00 99.00 2.00 1.00 1.00 1.00 1.00 1.00 1.00 1
Wind Drake Wind Spirit Wooden Sphere Worldly Tutor Wrath of God Wyluil Wolf Zombie Master Zur's Weirding Total Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Borster Box Seventh Edition Barter deck Seventh Edition Borster Box Seventh Edition Starter deck Seventh Edition Borster Box Seventh Edition Starter deck Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Starter deck Seventh Edition Starter deck Seventh Edition Booster Box Seventh Edition Starter deck Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starter Box Seventh Edition Starte	UUUAGWGBUUCCLLGLARRLWWRLWWWUUWWWUUWWWUUWWW	CUUURRER 6 4111 RAR ERRERERERE RERERERERERERERERERERERER	1.00 1.00 7.40 4.80 94.80 97.50 78.50 97.50 3.40 1.00 1.00 18.50 96.25 16.50 27.50 16.50 27.50 16.50 27.50 16.50 16.50 27.50 16.50 1	0.20	0.60 0.50 0.50 0.50 3.30 3.30 3.00 449.90 449.90 449.90 10.00 95.00 95.00 95.00 95.00 95.00 12.0

Baleful Stare	U	U	1.00	0.90	0.50
Beast of Burden Bedlam	A	R R	5.00	4.00 ▼ 3.50 ▼	3.00
Befoul	В	U	1.00	0.80▼	0.50
Bellowing Fiend Benthic Behemoth	B	R R	4.20	3.50▼ 3.50▼	3.00 3.00
Bereavement Birds of Paradise	B	U	1.00	1.00	0.60
Blanchwood Armor	G	U	1.00	14.00 ▼ 1.00	12.50 0.60
Blaze Blessed Reversal	R	U R	1.00 4.00	1.00 3.50 V	0.80
Blood Pet	В	C	0.25	0.20	0.10
Bloodshot Cyclops Bog Imp	R B	R	4.00 0.25	4.00 0.20	3.00 0.10
Bog Wraith Boil	B	U	1.00	0.80▼	0.50
Boomerang	U	C	1.20 0.25	1.00	0.60 0.10
Breath of Life Brushland	W	U R	1.00 6.20	1.00	0.50 5.00
Bull Hippo	G	U	1.00	0.90	0.50
Caltrops Canopy Spider	A G	C	1.00	1.00 0.20	0.80 0.10
Castle Charcoal Diamond	W	Ü	1.00	0.80▼	0.50
Circle of Protection: Black	A W	C	1.00	1.00	1.00 0.10
Circle of Protection: Blue Circle of Protection: Green	W	C	0.25	0.20	0.10 0.10
Circle of Protection: Red	W	C	0.25	0.20	0.10
Circle of Protection: White City of Brass	W	CR	0.25 7.00	0.20 7.00	0.10 6.00
Cloudchaser Eagle Coat of Arms	W	CR	0.25	0.20	0.10
Compost	A	U	10.50	9.50 A	8.10 0.80
Confiscate Coral Merfolk	U	U	1.00	1.00	0.60 0.10
Corrupt	В	C	0.25	0.20	0.10
Counterspell Creeping Mold	G	C	0.30	1.00	0.20 1.00
Crimson Hellkite Crossbow Infantry	R	R	7.00	7.00	6.00
Crypt Rats	W	C	1.00	0.20 0.80	0.10 0.50
Crystal Rod Dakmor Lancer	AB	U	1.00	0.80 V 0.90	0.50 0.50
Daring Apprentice	U	R	3.80	3.00	3.00
Dark Banishing Darkest Hour	B	C R	0.25 5.00	0.20 4.00▼	0.10 3.00
Deflection	U	R	5.80	4.90	4.00
Delusions of Mediocrity Dingus Egg	A	R R	5.00 4.50	4.00	3.00 3.00
Disenchant Disorder	W	C	0.25	0.25 1.00	0.10 0.60
Disrupting Scepter	A	R	3.80	3.00	2.60
Dregs of Sorrow Drudge Skeletons	B	R	4.00 0.25	4.00 0.20	3.00 0.10
Duress	В	C	0.25	0.25	0.15
Eager Cadet Early Harvest	W	C R	0.25 4.80	0.20 4.00	0.10 3.00
Earthquake Eastern Paladin	R	R R	5.00	5.00	4.00 3.00
Elder Druid	G	R	3.90	3.00▼	3.00
Elite Archers Elvish Archers	W	R	4.30	3.50 ▼	3.00
Elvish Champion Elvish Lyrist	G	R	5.20	5.00 0.80 V	3.50 0.50
Elvish Piper	G	R	7.00	5.90▼	4.30
Engineered Plague Ensnaring Bridge	B	U R	1.00	0.90 5.30▼	0.60 5.00
Equilibrium	U	R R	5.00	4.50	3.30 3.20
Evacuation Fallen Angel	В	R	5.00 4.80	4.00	3.30
Familiar Ground Fear	G	C	1.00	0.90	0.50 0.10
Femeref Archers	G	U	1.00	1.00	0.60
Feroz's Ban Fervor	A R	R R	3.90 4.80	3.00 ₹	2.60 3.00
Fighting Drake	U	U	1.00	0.80 7	0.50
Final Fortune Fire Diamond	R A	R	4.80	1.00	3.10 1.00
Fire Elemental Fleeting Image	R	U R	1.00 4.20	0.80 v 4.00	0.50 3.00
Flight	U	C	0.25	0.20	0.10 2.30
Flying Carpet Fog	A	R C	0.25	0.20	0.10
Force Spike Forest (4 versions)	L	C	0.25	0.20 0.10	0.10 0.10
Foul Imp	В	U	1.00	0.90	0.50
Fugue Fyndhorn Elder	B	U	1.00	1.00	0.50 0.60
Gang of Elk Gerrard's Wisdom	G	U	1.00	0.90	0.50
Ghitu Fire-Eater	R	U	1.00	1.00 0.90	1.00 0.50 0.10
Giant Cockroach Giant Growth	G	C	0.25 0.25	0.20 0.25	0.10 0.10
Giant Octopus	U	C	0.25	0.20	0.10
Giant Spider Glacial Wall	G	C	0.25 1.00	0.20 0.80 V	0.10 0.50
Glorious Anthem	W	R	6.50	6.30	5.00
Goblin Chariot Goblin Digging Team	R	CCC	0.25	0.20	0.10 0.10
Goblin Elite Infantry Goblin Gardener	R	C	0.25 0.25	0.20	0.10
Goblin Glider	R	U	1.00	0.80 ▼	0.10
Goblin King Goblin Matron	R	R U	5.00 1.00	5.00	4.00 0.50
Goblin Raider	R	CCC	0.25	0.20	0.10
Goblin Spelunkers Goblin War Drums	R	U	0.25 1.00	0.20 0.80▼	0.10 0.50
Gorilla Chieftain Grafted Skullcap	G	CR	0.25 5.00	0.20 3.50 V	0.10
Granite Grip	R	C	0.25		0.10





Grapeshot Catapult Gravedigger Greed	A B B	UCR	1.00 0.25 4.80	0.80 ▼ 0.20 3.00 ▼	0.50 0.10 2.10
Grizzly Bears	G	C	0.25	0.20	0.10
Healing Salve	W	C	0.25	0.20	0.10
Heavy Ballista Hibernation	W	U	1.00	0.80°▼ 1.00	0.50 1.00
Hill Giant	R	C	0.25	0.20	0.10
Hollow Dogs Holy Strength	B	C	0.25 0.25	0.20 0.20	0.10
Honor Guard	W	C	0.25	0.20	0.10
Horned Turtle	U	C	0.25	0.20	0.10
Howl from Beyond Howling Mine	B	C R	0.25 6.80	0.20 6.00	0.10 5.10
Hurricane	G	R	4.80	3.50 ▼	3.00
Impatience Infernal Contract	R B	R R	3.90 4.30	3.00 ▼ 3.50 ▼	3.00
Inferno	R	R	4.80	4.00	3.10
Inspiration	W	C R	0.25 4.70	0.20 4.00	0.10
Intrepid Hero Iron Star	A	U	1.00	0.80 ▼	0.50
Island (4 versions)	L	L	0.15	0.10	0.10
Ivory Cup Jalum Tome	A	U R	1.00	0.80 ▼ 3.00	0.50 3.00
Jandor's Saddlebags	A	R	3.90	3.00	2.60
Jayemdae Tome Karplusan Forest	A	R	4.80 6.50	3.00 ▼ 6.00	3.00 5.30
Kjeldoran Royal Guard	W	R	4.80	3.30 ▼	3.00
Knight Errant	W	C	0.25	0.20 0.90	0.10
Knighthood Lava Axe	R	C	1.00	0.90	0.10
Leshrac's Rite	В	U	1.00	0.80 ▼	0.50
Levitation Lightning Blast	U R	C	1.00	0.80 ▼ 0.20	0.50
Lightning Elemental	R	C	0.25	0.20	0.10
Llanowar Elves	G	CCC	0.25	0.25	0.20
Lone Wolf Longbow Archer	W	Ü	0.25 1.40	1.00	0.10
Looming Shade	В	C	0.25	0.20	0.10
Lord of Atlantis Lure	U G	R	5.20	4.80 0.80 ▼	4.00
Mahamoti Djinn	U	R	6.40	6.00	5.10
Mana Breach	- U R	U R	1.00 4.50	0.90 3.00 ▼	0.50 2.60
Mana Clash Mana Short	Ü	R	5.00	3.00 ▼	3.00
Marble Diamond	A	U	1.00	1.00	1.00
Maro Master Healer	G	R	5.20 4.20	5.00 3.90	4.30
Mawcor	U	R	4.00	4.00	3.10
Meekstone Megrim	A	R	4.80 1.80	4.00 1.00	3.00
Memory Lapse	Ü	C	0.25	0.25	0.15
Merfolk Looter	U	Ñ	1.00	1.00	0.60
Merfolk of the Pearl Trident Might of Oaks	U	C R	0.25 6.80	0.20 5.90	0.10 5.00
Millstone	A	R	6.00	6.00	5.60
Mind Rot Monstrous Growth	B G	C	0.25	0.20 0.20	0.10
Moss Diamond	A	U	1.00	1.00	1.00
Mountain (4 versions) Nature's Resurgence	G	L R	0.15 4.90	0.10 4.00	3.00
Nature's Revolt	G	R	4.20	4.00	3.20
Nausea	B	C	0.25	0.20	0.10
Necrologia Nightmare	В	U R	1.00	0.90 6.00	0.50 4.40
Nocturnal Raid	В	U	1.00	0.80 ▼	0.50
Northern Paladin Ogre Taskmaster	W	R	4.00	3.00 ▼ 4	3.00 0.50
Okk	R	R	4.20	3.50 ▼	3.00
Opportunity	U	U R	1.00	0.90	0.50
Opposition Oppression	B	R	6.00 4.20	5.80 ▼ 3.50 ▼	5.00
Orcish Artillery	R	U	1.00	0.80 ▼	0.50
Orcish Oriflamme Ostracize	R B	C	1.00	0.80 ▼ 0.20	0.50
Pacifism	W	C	0.25	0.20	0.10
Pariah Patagia Golem	W	R	5.20 1.00	4.80 ▼ 0.80 ▼	4.00
Persecute	В	R	6.00	5.90	5.00
Phantom Warrior	U	U	1.00	1.00	0.60
Phyrexian Colossus Phyrexian Hulk	A	R	5.00 1.00	4.50 0.90	3.30 0.50
Pillage	R	U	1.20	1.00	1.00
Pit Trap Plague Beetle	AB	C	1.00	0.90 0.20	0.50
Plague Beetle Plains (4 versions)	į.	L	0.25	0.10	0.10
Pride of Lions	G	U	1.00	1.00	0.60
Prodigal Sorcerer Purify	W	C R	0.25 5.00	0.20 4.00	0.10 3.30
Pygmy Pyrosaur	R	C	0.25	0.20	0.10
Pyroclasm Pyrotechnics	R	U	1.00	1.00	0.60
Pyrotechnics Rag Man	R B	R	1.00 3.40	0.90	2.10
Raging Goblin	R	C	0.25	0.20	0.10
Raise Dead Rampant Growth	G	C	0.25	0.20	0.10
Razorfoot Griffin	W	CCCCC	0.25 0.25	0.20	0.10
Razortooth Rats	В	C	0.25	0.20	0.10
Reckless Embermage Reclaim	R	R	4.80 0.25	4.00 0.20	3.10 0.10
Redwood Treefolk	G	C	0.25	0.20	0.10
Reflexes Regeneration	R	C	0.25	0.20 0.20	0.10
Relentless Assault	R	R	5.00	4.50 ▼	4.00
Remove Soul	U	C	0.25	0.20	0.10
Reprisal Reprocess	W	UR	1.00 4.20	0.90 3.50 ▼	0.50 3.00
	В	R	4.30	4.00	3.10
Revenant			7.00		
Revenant Reverse Damage Rod of Ruin	W	R	5.00	4.00 ▼ 0.80 ▼	3.00

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Rolling Stones	W	R	4.00	4.00	3.00
Rowen Sabretooth Tiger	G	R	4.80	4.00	3.10 0.10
Sacred Ground	W	C R	0.25 5.00	0.20 4.30 ▼	3.30
Sacred Nectar	W	C	0.25	0.20	0.10
Sage Owl	U	C	0.25	0.20	0.10
Samite Healer	W	C	0.25	0.20	0.10
Sanctimony Scathe Zombies	W	C	1.00	1.00 0.20	0.60
Scavenger Folk	G	Ü	1.00	0.80 ▼	0.10
Sea Monster	Ŭ	Č	0.25	0.20	0.50 0.10
Seasoned Marshal	W	U	1.00	0.90 0.20	0.50 0.10
Seeker of Skybreak	G	C	0.25	0.20	0.10
Seismic Assault	R	R	5.40	5.00	4.60
Serpent Warrior Serra Advocate	B	C	0.25 1.00	0.20 1.00	0.10
Serra Angel	W	R	9.30	8.80 🛦	6.30
Serra's Embrace	W	U	1.00	1.00	0.80
Shanodin Dryads	G	C	0.25	0.20	0.10
Shatter	R	C	0.25	0.20	0.10
Shield Wall	W	C	0.25	0.20	0.10
Shivan Dragon Shock	R	R C	11.25	10.00 0.25	8.50 0.10
Sisay's Ring	A	Ŭ	1.00	1.00	0.50
Sky Diamond	A	Ü	1.00	1.00	1.00
Skyshroud Falcon	W	C	0.25	0.20	0.10
Sleight of Hand	U	C	0.25	0.25	0.10
Soul Feast	B	U	1.00	0.90	0.50
Soul Net Southern Paladin	W	U R	1.00 5.00	0.80 ▼ 4.00	0.50 3.00
Spellbook	A	Ü	1.00	1.00	1.00
Spined Wurm	G	C	0.25	0.20	0.10
Spineless Thug	В	C	0.25	0.20	0.10
Spirit Link	W	U	1.00	1.00	1.00
Spitting Earth	R	C	0.25	0.20 0.20	0.10
Squall Standing Troops	G W	C	0.25	0.20	0.10 0.10
Starlight	W	Ü	1.00	0.20 ▼	0.10
Static Orb	A	Ř	5.50	5.00	4.00
Staunch Defenders	W	U	1.00	0.80 ▼	0.50
Steal Artifact	U	U	1.00	0.80 ▼	0.50
Stone Rain	R	C	0.25	0.20	0.10
Storm Cauldron Storm Crow	A	R	4.20 0.25	4.00 0.20	3.00 0.10
Storm Shaman	R	Ü	1.00	0.20	0.50
Strands of Night	В	Ŭ	1.00	1.00	0.60
Stream of Life	G	C	0.25	0.20	0.10
Stronghold Assassin	В	R	5.00	4.50	0.10 3.30
Sudden Impact	R	Ū	1.00	0.90	0.50
Sulfurous Springs	W	R	6.20	6.00	5.30
Sunweb Sustainer of the Realm	W	R	4.30	4.00 0.90	3.00 0.50
Swamp (4 versions)	L	Ĺ	0.15	0.10	0.10
Tainted Æther	В	R	4.40	4.00	3.00
Teferi's Puzzle Box	A	R	4.00	4.00	3.30
Telepathic Spies	U	C	0.25 1.00	0.20 0.80 v	0.10
Telepathy Temporal Adept	Ü	R	5.20	5.00	3.40
Thieving Magpie	Ŭ	Ü	1.00	1.00	0.80
Thorn Elemental	G	R	6.90	6.20 ▲	5.00
Thoughtleech	G	U	1.00	0.80 ▼	0.50
Throne of Bone	A	Ũ	1.00	0.80 ▼	0.50
Tolarian Winds Trained Armodon	G	C	0.25	0.20 0.20	0.10
Trained Orgg	R	Ř	4.90	4.00	3.10
Tranquility	G	C	0.25	0.20	0.10
Treasure Trove	Ü	Ü	1.00	0.80 ▼	0.50
Treefolk Seedlings	G	U	1.00	0.80 ▼	0.50
Tremor	R	C	0.25	0.20	0.10
Twiddle Uktabi Wildcats	U	C R	0.25 4.20	0.20 3.80 ▼	0.10 3.00
Underground River	L	R	6.90	6.20 ▲	5.30
Unholy Strength	B	Č	0.25	0.20	0.10
Unsummon	U	Č	0.25	0.20	0.10
Untamed Wilds	G	U	1.00	0.80 ▼	0.50
Venerable Monk	W	C	0.25	0.20	0.10
Vengeance Verduran Enchantress	G	U R	1.00 4.70	1.00 3.00 ▼	0.50 3.00
Vernal Bloom	G	R	4.80	4.00	3.00
Vigilant Drake ·	Ü	C	0.25	0.20	0.10
Vizzerdrix	U	R	5.00	4.00	3.00
Volcanic Hammer	R	C	0.25	0.20	0.10
Wall of Air	U	U	1.00	0.80 ▼	0.50
Wall of Bone	В	U	1.00	0.80 ▼	0.50
Wall of Fire Wall of Spears	A	U	1.00	0.80 ▼ 0.80	0.50 0.50
Wall of Swords	W	Ŭ	1.00	0.80 🔻	0.50
Wall of Wonder	Ü	R	4.30	3.00 ▼	2.60
Western Paladin	В	R	5.00	4.00	3.00
Wild Growth	G	C	0.25	0.20	0.10
Wildfire Wind Dancer	R	R U	5.60	4.90	4.00 0.50
Wind Drake	U	C	1.00	0.80 ▼ 0.20	0.10
Wing Snare	G	Ü	1.00	0.90	0.50
Wood Elves	G	Č	0.25	0.20	0.10
Wooden Sphere	A	U	1.00	0.80 ▼	0.50
Worship Wrath of God	W	R	6.20	6.00 7.50	6.00
Wrath of God Yavimaya Enchantress	G	R	8.90 1.00	7.50 v	6.10 0.50
Yawgmoth's Edict	В	Ü	1.00	1.00	0.50
Total			712.55		486.90
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Arabian Nights Set Arabian Nights Booster Box Arabian Nights Booster pack

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CARD NAME	COL			R MEDIAN	
Abu Ja'far	W	U3	4.30	4.00 ▼	2.80
Aladdin	R	U2	7.20	5.00 ▼	4.50
Aladdin's Lamp	A	U2	5.00	5.00	3.00
Aladdin's Ring Ali Baba	A	U2 U3	5.00 4.50	5.00 4.50 ▼	4.50 2.30
Ali from Cairo	R		74.50	68.00 ▼	65.50
Army of Allah (a) & (b)			35.10	5.00	3.30
Bazaar of Baghdad	1		18.00	16.00 ▼	15.50
Bird Maiden (a) & (b)	R	C2	3.00	2.50 ▼	2.30
Bottle of Suleiman	A	U2	6.40	5.00 ▼	4.00
Brass Man	A	U3	4.00	2.50 ▼	2.00
Camel	W	C5	2.00	1.80 ▼	1.00
City in a Bottle	A		20.00	18.00 ▼	17.75
City of Brass	L		28.00	25.00 ▼	24.50
Cuombajj Witches	В	C4	2.70	1.40 ▼	1.00
Cyclone	G	U3	4.00	4.00	3.30
Dancing Scimitar	A	U2	5.50	5.00 ▼	3.50
Dandan	U	C4	2.20	2.00	1.50
Desert Nameda	L	CA	4.00	4.00	3.50
Desert Nomads	R	C4	4.00	3.30 ₹	2.80
Desert Twister	G	.113	5.00 62.00	5.00	4.80 55.00
Diamond Valley Drop of Honey	G	112	40.00	55.00 ▼ 34.00 ▼	31.00
Ebony Horse	A	U2	4.80	4.00 ₹	4.00
Elephant Graveyard	î		25.50	25.00 🛦	18.75
El-Hajjaj	В	U2	6.90	5.00 V	4.50
Erg Raiders (a) & (b)			32.60	2.00 ▼	1.50
Erhnam Djinn	G		25.25	20.00	18.75
Eye for an Eye	187	113	5.00	5.00	3.00
Fishliver Oil (a) & (b)	U	C1/C	32.10	2.00	1.00
Flying Carpet	A	U3	5.10	5.00	3.50
Flying Men	U	C5	5.10	5.00	4.50
Ghazban Ogre	G	C4	3.30	1.70 ▼	1.00
Giant Tortoise (a) & (b)			31.60	1.00 ▼	1.00
Guardian Beast	В	02	67.50	58.00 ▼	55.00
Hasran Ogress (a) & (b)	R	C4	33.30	2.00 ▼ 3.00	1.00
Hurr Jackal Ifh-Biff Efreet	G		3.20 29.25	28.00 ▲	23.50
Island Fish Jasconius	Ü	U2	6.40	5.00	4.00
Island of Wak-Wak	L		35.00	30.00 ▼	
Jandor's Ring	A	U2	6.00	6.00	3.50
Jandor's Saddlebags	A	U2	5.50	5.00 ▼	4.00
Jeweled Bird	A	U2	7.10	6.00	5.00
Jihad	W	U2	40.00	40.00	38.00
Junun Efreet ·	В		10.75	10.00	9.00
Juzam Djinn	В			180.00	171.50
Khabal Ghoul	В		41.00		30.50
King Suleiman	W		20.00		17.00
Kird Ape	R	C5	5.40	4.80	3.60
Library of Alexandria	L R			100.00 ▼	95.00
Magnetic Mountain Merchant Ship	Ü	_ U3 U3	5.40	4.50 ▼ 5.00	3.80 4.80
Metamorphosis	G	C4	3.00	3.00	1.80
Mijae Djinn	Ř	U2	8.00		5.50
Moorish Cavalry (a) & (b)			44.70		2.50
Mountain	1	C1		6.00 🛦	4.60
Nafs Asp (a) & (b)	G	C2/C	32.00	1.50 ▼	1.00
Oasis	L	U4		3.00 ▼	2.80
Old Man of the Sea	U		32.50		22.50
Oubliette (a) & (b)	В	C2	4.10	4.00	4.00
Piety (a) & (b)	W			5.50 ▲	3.00
Pyramids Pagentant Plankamith	A		25.75	25.00	23.50 4.50
Repentant Blacksmith Ring of Ma'ruf	W		6.40	5.00 ▼ 35.00	27.50
Rukh Egg (a) & (b)	R	C1/C	312.00	12.00	9.00
Sandals of Abdallah	A	U3		5.00	4.50
Sandstorm	G	C4			1.00
Serendib Djinn	Ü		24.00		19.00
Serendib Efreet	Ü		30.00	30.00	23.50
Shahrazad	W	U2	25.75	25.00 🛦	20.00
Sindbad	U	U3		5.80	4.50
Singing Tree	G		32.50	25.00 ▼	24.50
Sorceress Queen	В	U3	10.25	8.00 ▼	6.30
Stone-Throwing		04.00	0 = 40	E 00	4.50
Devils (a) & (b)			35.10	5.00	4.50
Unstable Mutation War Flenhant (a) 8. (b)	U	C5		2.00 🔻	1.50
War Elephant (a) & (b) Wyluli Wolf (a) & (b)			32.50 45.30	2.00 ▼	1.80
Ydwen Efreet	R		12.00	5.00 11.00 v	10.50
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CARD NAME	COL RAR UPPER	MEDIAN	FOME
Amulet of Kroog	A C1 0.60	0.50	0.40
Argivian Archaeologist	W R1 25.50	25.00	23.00
Argivian Blacksmith	W U1 1.00	1.00	1.00
Argothian Pixies	G C1 0.60	0.50	0.40
Argothian Treefolk	G C1 0.60	0.50	0.50
Armageddon Clock	A R1 6.10	5.00 V	4.00
Artifact Blast	R C1 0.60	0.50	0.50
Artifact Possession	B C1 0.60	0.50	0.50
Artifact Ward	W C1 0.60	0.50	0.50
Ashnod's Altar	A U1 1.00	1.00	1.00
Ashnod's Battle Gear	A U1 1.00	1.00	1.00
Ashnod's Transmogrant	A U1 1.00	1.00	1.00
Atog	R C1 0.60	0.50	0.50
Battering Ram	A C1 0.60	0.50	0.40
Bronze Tablet	A R1 7.10	6.70 ▼	4.80
Candelabra of Tawnos	A R1 36.25	31.25 ▼	24.50

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Circle of Protection: Artifacts	W	U1	1.20	1.00	1.00
Citanul Druid	G	U1	1.80	1.00	1.00
Clay Statue	A	C1	0.70	0.50	0.50
Clockwork Avian	A	R1	6.50	5.30 ▼	4.80
Colossus of Sardia	A		10.50	7.00	6.70
Coral Helm	A	R1	6.10	5.30 ▼	5.00
Crumble	G	C1	0.60	0.50	0.40
Cursed Rack	A	C1	0.70	0.60	0.50
Damping Field	W	U1	1.20	1.00	1.00
Detonate	R	U1	1.20	1.00	1.00
Drafna's Restoration	U	C1	0.60	0.50	0.50
Dragon Engine	A	C1	0.60	0.50	0.40
Dwarven Weaponsmith	R	U1	1.20	1.00	1.00
Energy Flux	U	U1	1.00	1.00	1.00
Feldon's Cane	A	U1	4.30	2.50 ▼	1.00
Gaea's Avenger	G		12.25	8.30 ▼	6.80
Gate to Phyrexia	В	U1	2.00	1.50 ▼	1.00
Goblin Artisans	R	U1	1.00	1.00	1.00
Golgothian Sylex	A	R1	6.10	6.00	5.00
Grapeshot Catapult	A	C1	0.60		0.40
Haunting Wind	В	U1	2.00	0.50 1.30 A	1.00
Hurkyl's Recall	Ū	R1	6.70	5.20	5.00
Ivory Tower	A	U1	6.00	5.30	3.30
Jalum Tome	A	R1	5.60	5.00	4.90
Martyrs of Korlis	W	U1	3.10	1.50 ▲	1.00
Mightstone	A	U1	1.20	1.00	1.00
Millstone	A	U1	7.30	6.00	3.30
Mishra's Factory, autumn	L	U1	9.50	7.80	4.80
Mishra's Factory,	Su	01	0.00	1.00 1	1.00
spring/blue balloon	L	U1	9.10	8.00 🛦	4.80
Mishra's Factory, summer	L		10.00	8.30	4.80
Mishra's Factory, winter	L		11.00	8.80 V	4.80
Mishra's War Machine	A	R1	6.10	5.00	5.00
Mishra's Workshop	L			24.25 ▼	19.50
Obelisk of Undoing	A	R1	25.25		
	A		7.20	5.50 ▼	5.00
Onulet		U1	1.20	1.00	1.00
Orcish Mechanics	R	C1	0.60	0.50	0.50
Ornithopter	A	C1	0.60	0.50	0.40
Phyrexian Gremlins	В	C1	0.60	0.50	0.50
Power Artifact	U	U1	1.20	1.00	1.00
Powerleech	G	U1	1.40	1.00	1.00
Priest of Yawgmoth	В	C1	0.60	0.50	0.50
Primal Clay	A	U1	1.40	1.00	1.00
Rakalite	A	U1	1.20	1.00	1.00
Reconstruction	U	C1	0.70	0.50	0.50
Reverse Polarity	W	C1	1.00	0.70	0.50
Rocket Launcher	A	U1	2.30	1.00	1.00
Sage of Lat-Nam	U	C1	0.70	0.50	0.50
Shapeshifter	A	R1	6.70	5.30 ▼	4.80
Shatterstorm	R	R1	5.30	4.60	4.00
Staff of Zegon	A	C1	0.70	0.50	0.50
Strip Mine, no tower,					
no terraces	L	U1	7.30	6.30 ▲	4.00
Strip Mine, small tower	L	U1	6.60	6.00	4.00
Strip Mine, even terraces	1	U1	6.60	6.00	4.00
Strip Mine, uneven terraces	L	U1	6.60	5.50 ▼	3.30
Su-Chi	A	U1	4.10	2.50 ▼	1.00
Tablet of Epityr	A	C1	0.70	0.50	0.50
Tawnos's Coffin	A	R1	15.25	11.00 ▼	6.50
Tawnos's Wand	A	U1	1.20	1.00	1.00
- Tawnos's Weaponry	A	U1	1.50	1.00	1.00
Tetravus	A	R1	7.20	5.50 ▼	4.00
The Rack	A	U1	1.60	1.00	1.00
Titania's Song	G	U1	1.00	1.00	1.00
Transmute Artifact	U	U1	1.90	1.00	1.00
Triskelion	A	R1	7.10	5.50 ▼	5.00
Urza's Avenger	A	R1	7.20	5.50 ▼	4.30
Urza's Chalice	A	C1	0.60	0.50	0.50
Urza's Mine, clawed sphere	L	C1	0.60	0.50	0.40
Urza's Mine, mouth	L	C1	0.60	0.50	0.40
Urza's Mine, pulley	L	C1	0.60	0.50	0.40
Urza's Mine, tower	Ĺ	C1	0.70	0.50	0.40
Urza's Miter	Ã	R1	6.00	5.40	5.00
Urza's Power Plant, bug	Ĺ	C1	0.60	0.50	0.40
Urza's Power Plant, columns	L	C1	0.60	0.50	0.40
Urza's Power Plant, sphere	L	C1	0.60	0.50	0.40
Urza's Power Plant, rock	Ĺ	C1	0.60	0.50	0.40
Urza's Tower, forest	L	C1	0.60	0.50	0.40
Urza's Tower mountains	Ĺ	C1	0.60	0.50	0.40
Urza's Tower, plains	L	C1	0.60	0.50	0.40
Urza's Tower, plains Urza's Tower, shore	Ĺ	C1 C1	0.70	0.50	0.40
Wall of Spears	Ā	U1	1.00	1.00	1.00
Weakstone	A	U1	1.20	1.00	1.00
Xenic Poltergeist	B	U1	1.60	1.00	1.00
Yawgmoth Demon	В	R1	7.40	5.50 ▼	5.00
Yotian Soldier	A	C1	0.60	0.50	0.40
Total	-			315.20	251.20
Des		J	01.00	010.20	201.20
	-	-		-	

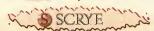




Legends Set Legends Booster Box Legends Booster Pack

1022.50 945.00 ▼ 940.00 999.50 998.75 ▼ 998.25 44.50 44.00 ▲ 43.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Ærathi Berserker	R	U	1.40	1.10	1.00
Abomination	В	U	1.20	1.00	1.00
Acid Rain	U	R	18.00	15.00 ▼	11.25
Active Volcano	R	C	0.60	0.25 ▼	0.25
Adun Oakenshield	D	R	8.80	7.50	5.00
Adventurer's Guildhouse	L	U	1.20	1.00	1.00
Aisling Leprechaun	G	C	0.60	0.25 ▼	0.25
Akron Legionnaire	W	R	7.00	5.50 ▼	5.00
Al-abara's Carpet	A	R	5.80	5.00 ▼	5.00
Alabaster Potion	W	C	0.60	0.25 ▼	0.25







	-			
Alchor's Tomb	A	R 7.00	6.00 ▼	5.00
All Hallow's Eve	В	R 28.25	10.50	0.00
	111		15.50 ₹	0.00
Amrou Kithkin	W	C 0.60	19.50 ▼ 0.25 ▼	8.50 0.25
Angelic Voices	W	R 9.50	6.00 ₹	5.00
Angus Mackenzie	D	R 7.80	5.00 ▼	5.00
	Ũ	0.00		
Anti-Magic Aura		C 0.90	0.60	0.25
Arboria	G	U 1.90	1.50 🛦	1.00
Arcades Sabboth	Đ	R 11.00	8.00 ▼	7.00
Arena of the Ancients	A			
			5.00 ▼	5.00
Avoid Fate	G	C 0.80	0.50	0.25
Axelrod Gunnarson	D	R 7.30	6.00 ♥	5.00
Ayesha Tanaka	Ď	D 6.00		
		R 6.80	6.00 ▼	5.00
Azure Drake	U	U 1.20	1.00	1.00
Backdraft	R	U 1.90	1.50 ▲	1.00
Backfire	U	U 1.40	1.10	1.00
Barbary Apes	G	C 0.80	0.50	0.25
Barktooth Warbeard	D	U 1.40	1.10	1.00
Bartel Runeaxe	D	R 8.50	6.00 ▼	5.00
Beasts of Bogardan	R	U 1.20	1.00	1.00
Black Mana Battery	A	U 1.50	1.30	1.00
Diania - Efficient				
Blazing Effigy	R	C 0.60	0.25 ▼	0.25
Blight	В	U 1.40	1.10	1.00
Blood Lust	R	U 2.40	1.10 ▼	1.00
			1.10	
Blue Mana Battery	A	U 1.50	1.30	1.00
Boomerang	U	C 0.60	1.30 0.25	0.25
Boris Devilboon	D	R 9.00	7 00 7	5.50
			7.00 v 1.10	
Brine Hag	U	U 1.20	1.10	1.00
Bronze Horse	A	R 5.00	5.00 ▼	5.00
Carrion Ants	В	R 7.50	5.00 ▼	5.00
Cat Warriors	G	C 0.60	0.25 ▼	0.25
Cathedral of Serra	1	U 1.20	1.00	1.00
Caverns of Despair	R	R 8.30	5.50 ▼	5.00
Chain Lightning	R	C 1.90	1.50 🛦	0.25
Chains of Mephistopheles	В	R 19.25	15.00 ▼	13.75
Chromium	D	R 10.75	9.00 ▼	7.50
Ollottiidiii				7.00
Cleanse	W	R 11.25	10.00	6.00
Clergy of the Holy Nimbus	W	C 0.60	0.25 ▼	0.25
Cocoon	G	U 1.20	1.00	1.00
Concordant Crossroads	G	R 7.90	7.00 ▼	5.00
Cosmic Horror	В	R 8.30	5.00 ▼	5.00
Craw Giant	G	U 1.80	1.10 ▼	1.00
		0 1.00		
Crevasse	R	U 1.20	1.00	1.00
Crimson Kobolds	R	C 1.00	0.80	0.25
Crimson Manticore	R	R 7.50	6.00 ▼	5.00
Crookshank Kobolds	R	0.70	0.25 🔻	0.25
Cyclopean Mummy	В	C 0.70 C 0.80	0.50	0.25
D'Avenant Archer	W	C 0.60	0.25 ▼	0.25
		D 0.00		0.20
Dakkon Blackblade	D	R 9.20	7.00 ▼	6.50
Darkness	В	C 0.60	0.50	6.50 0.25
Deadfall	G	U 1.40	1.10	1.00
			1.10	
Demonic Torment	В	U 1.20	1.00	1.00
Devouring Deep	U	C 0.60	0.25 ▼	0.25
Disharmony	R	R 6.80	6.00▼	5.00
Divine Intervention	W	R 7.80	5.50 ▼	5.00
Divine Offering	W	C 0.80	0.50	0.25
Divine Transformation	W	R 7.30	5.50 ▼	5.00
Dream Coat	U	U 1.20	1.00	1.00
Durkwood Boars	G	C 0.60	0.25 ▼	0.25
Dwarven Song	R	U 1.50	1.30	1.00
	w		6.00	5.00
Elder Land Wurm			6.00▼	5.00
Elder Spawn	U	R 6.50	5.50 ▼	5.00
Elven Riders	G	R 6.40	5.50 ▼	5.00
Emerald Dragonfly	Ğ		5.50 ▼ 0.50	0.25
			0.00	0.25
Enchanted Being	W	C 0.60	0.25 ▼	0.25
Enchantment Alteration	U	C 0.60	0.50	0.25
	Ŭ	C 0.60	0.25	0.25
Energy Tap				
Equinox	W		0.25 ▼	0.25
Eternal Warrior	R	U 1.20	1.00	1.00
Eureka	G	R 31.00	30.00 ▼	19.50
Evil Eye of Orms-By-Gore	В	U 1.40	1.10	1.00
Fallen Angel	В	U 4.30	2.00 ▼	1.00
Falling Star	R	R 13.25	8.00 ₹	6.30
			0.00 +	0.00
Feint	R	C 0.60	0.25 ▼	0.25
Field of Dreams	U	R 13.00	8.00▼	6.50
Fire Sprites	G	C 0.60	0.25 ▼	6.50 0.25
Firestorm Phoenix			11 50-	10.00
	R		11.50 ▼	10.00
Flash Counter	U	C 0.60	0.50	0.25
Flash Flood	Ū	C 0.60	0.25 ▼	0.25
Floral Spuzzem	G	U 1.40	1.10	1.00
Force Spike	U	C 0.60	0.25 ▼	0.25
Forethought Amulet	A	R 8.90	8.00▼	6.50
Eartified Area			1.00	
Fortified Area	W	U 1.20	1.00	1.00
Frost Giant	R	U 1.70	1.50 ▲	1.00

ing .					
Gabriel Angelfire	D	R	9.00	8.00▼	6.00
Gaseous Form	U	C	0.60	0.25 ▼	0.25
Gauntlets of Chaos Ghosts of the Damned	A B	R	9.30	7.00 ▼	5.50 0.25
Giant Slug	В	C	0.80	0.50 0.50	0.25
Giant Strength Giant Turtle	R	C	0.60	0.25 7	0.25
Glyph of Delusion	Ü	C	0.60	0.25 ▼ 0.25 ▼	0.25
Glyph of Destruction	R	C	0.60	0.25 ♥	0.25
Glyph of Doom Glyph of Life	B	C	0.80	0.50 0.25 v	0.25
Glyph of Reincarnation	G	C	0.60	0.25 ▼	0.25
Gosta Dirk Gravity Sphere	D R	R R	8.00 15.00	6.00 14.00 ▼	5.50 12.50
Great Defender	W	U	1.20	1.00	1.00
Great Wall Greater Realm of Preservation	W	U	1.40	1.10 ° 1.10	1.00
Greed	В	R	5.80	5.00 ▼	5.00
Green Mana Battery	A	U	1.50 12.25	1.30	1.00
Gwendlyn Di Corci Halfdane	D	R R	8.00	7.00 ▼ 6.00	6.30 5.50
Hammerheim	L	U	1.40	1.10	1.00
Hazezon Tamar Headless Horseman	B	R C	8.30 0.60	6.00 ▼ 0.25 ▼	5.50 0.25
Heaven's Gate	W	U	1.20	1.00	1.00
Hell Swarm ' Hell's Caretaker	B	C R	0.80	0.50 8.00	0.25 7.00
Hellfire	В	R	12.00	11.00 🛦	10.00
Holy Day Horn of Deafening	W	CR	0.60 7.30	0.25 ▼ 6.00 ▼	0.25 5.00
Hornet Cobra	G	C	0.60	0.00 ▼	0.25
Horror of Horrors	В	U	1.40	1.10	1.00
Hunding Gjornersen Hyperion Blacksmith	0 R	U	1.40	1.10 1.10	1.00 1.00
Ichneumon Druid	G	U	1.40	1.10	1.00
Immolation Imprison	R B	C R	0.60 8.30	0.25 ▼ 6.00 ▼	0.25 5.30
In the Eye of Chaos	Ü	R	8.30	6.00 ▼	5.30
Indestrucible Aura	W	C	0.60	0.25 🔻	0.25
Infernal Medusa Infinite Authority	B	U R	1.70 7.80	1.50 ▲ 6.00 ▼	1.00 5.30
Invoke Prejudice	U	R	8.30	6.00 ▼	5.00
Ivory Guardians	W	U	1.40	1.10	1.00
Jacques le Vert Jasmine Boreal	D	R	8.30 1.40	6.00 ▼ 1.10	6.00 1.00
Jedit Ojanen	D	U	2.80	1.10	1.00
Jerrard of the Closed Fist Johan	D	U	1.40 7.90	1.10 7.00 V	1.00 5.00
Jovial Evil	В	R	9.80	9.00 ▼	7.50
Juxtapose Karakas	U	R	7.50 2.30	6.00 🔻	5.00 1.00
Kasimir the Lone Wolf	D	Ü	1.40	1.10 V 1.10	1.00
Keepers of the Faith Kei Takahashi	W	C R	0.60	0.25 ▼ 5.50 ▼	0.25
Killer Bees	G	R	7.30 9.30	5.00 ▼	5.00
	W	U R	1.80	1.10	1.00
Kobold Drill Sergeant	A	Ü	6.80 2.70	6.00 ▼ 1.50 ▲	5.50 1.00
Kobold Overlord	R	R	8.00	8.00	6.00
Kobold Taskmaster Kobolds of Kher Keep	R R	C	2.70 0.70	1.50 ▲ 0.25 ▼	1.00
Kry Shield	A	U	1.50	1.30	1.00
Lady Caleria Lady Evangela	D	R R	7.70 7.70	6.00 ▼	5.50 5.50
Lady Orca	D	Ü	1.80	1.10	1.00
Land Equilibrium	U		12.50	6.50 V	5.50
Land Tax Land's Edge	W	U R	6.30 7.70	5.00 ▼	2.50 5.50
Lesser Werewolf	В	U	1.40	1.10	1.00
Life Chisel Life Matrix	A	U R	1.80 8.40	1.10 ▼ 6.50 ▼	1.00 5.50
Lifeblood	W		8.30 13.25	6.00 V	5.50
Living Plane Livonya Silone	G	R R	13.25	6.00 ▼	5.30 5.50
Lord Magnus	D	Ü	1.60	1.10	1.00
Lost Soul	В	C	0.80	0.50	0.25
Mana Drain Mana Matrix	U	U R	32.00 9.30	18.00 ▼	9.50 5.50
Marble Priest	Å	U	1.20	1.00	1.00
Marhault Elsdragon Master of the Hunt	D G	U R	1.40 16.75	1.10 7.00 V	1.00 6.30
Mirror Universe	A	R	77.00	7.00 ▼ 67.50 ▼	63.00
Moat Mold Demon	W	R	51.25	40.00 V	37.50
Moss Monster	G	R C	6.80	6.00 ▼ 0.50	5.50 0.25
	L	U	1.20	1.00	1.00
Mountain Yeti Nebuchadnezzar	R	U R	1.20 8.00	1.00 8.00	1.00 5.50
Nether Void	В	R	30.75	30.00	27.00
Nicol Bolas North Star	DA	R R	12.00 7.20	11.00 ▼ 6.00 ▼	8.00 5.50
Nova Pentacle	A	R	10.00	10.00	6.50
Osai Vultures	W	C R	0.60	0.25 ₹	0.25
Part Water	U	U	10.25	8.00 ▼ 1.00	7.00 1.00
Pavel Maliki	D	U	1.40	1.10	1.00
	L W	U R	2.80 7.50	1.10 6.00 ▼	1.00 5.00
Pit Scorpion	В	С	0.60	0.25 ▼	0.25
	G A	R R	9.00	6.00 V	5.50
Pradesh Gypsies	G	Ü	9.50 1.20	8.00 ▼ 1.00	6.50 1.00
Presence of the Master	W	U	1.40	1.10	1.00
	R D	U	1.20	1.00 2.00 A	1.00
Psionic Entity	U	R	7.50	6.00 ▼	5.00
	U U	C	0.70 1.20	0.50 1.00	0.25 1.00
	R	C	0.60	0.50	0.25

Quagmire Quarum Trench Gnomes	В	U 1.40 R 7.40	1.10	1.00
Quarum Trench Gnomes Rabid Wombat	R	R 7.40 U 1.40	5.00 ▼ 1.10	5.00
Radjan Spirit	G	U 1.20	1.00	1.00
Raging Bull	R	C 0.60	0.25 🔻	0.25
Ragnar Ramirez DePietro	D	R 8.00 U 2.70	6.00 1.50 A	5.50 1.00
Ramses Overdark	D	R 8.00	8.00	6.50
Rapid Fire	W	R 7.30	6.00 ▼	5.50
Rasputin Dreamweaver Rebirth	G	R 6.40 R 5.70	5.50 V	5.00
Recall	U	R 5.70 R 10.25	5.00 ▼ 7.00 ▼	5.00 5.50
Red Mana Battery	A	U 1.50	1.30	1.00
Reincarnation	G	U 1.20	1.00	1.00
Relic Barrier Relic Bind	A	U 2.40 U 1.40	1.50 🔻	1.00
Remove Enchantments	W	C 0.60	1.10 0.50	1.00 0.25
Remove Soul	Ü	C 0.60	0.25	0.25
Reset	U	U 2.90	1.50 ▼	1.00
Revelation Reverberation	G	R 7.00	6.00▼	5.50
Righteous Avengers	W	R 8.50 U 1.30	6.00 ▼ 1.00	5.50 1.00
Ring of Immortals	A	R 6.80		5.50
Riven Turnbull	D	U 1.20	1.00	1.00
Rohgahh of Kher Keep	D	R 10.50 R 8.50	6.00 ▼	5.00
Rubinia Soulsinger Rust	G	R 8.50 C 0.60	7.50 ▼ 0.25 ▼	6.00 0.25
Sea King's Blessing	U	U 1.40	1.10	1.00
Seafarer's Quay	L	U 1.20	1.00	1.00
Seeker Segovian Leviathan	W	U 1.20	1.00	1.00
Segovian Leviathan Sentinel	U	U 1.20 R 6.80	1.00 6.00 ▼	1.00 5.30
Serpent Generator	A	R 7.70	6.00 ▼	5.30
Shelkin Brownie	G	C 0.60	0.25 ▼	0.25
Shield Wall	W	U 1.20	1.00	1.00
Shimian Night Stalker Silhouette	B	U 1.20 U 1.20	1.00	1.00
Sir Shandlar of Eberyn	D	U 1.80	1.10	1.00
Sivitri Scarzam	D	U 1.40	1.10	1.00
Sol'kanar the Swamp King	D	R 11.75	9.50 ▼	8.00
Spectral Cloak Spinal Villian	U R	U 2.30 R 13.25	1.50 A 8.00 V	1.00
Spirit Link	W	U 3.80	1.10 🔻	1.00
Spirit Shackle	В	C 0.60	0.25 ▼	0.25
Spiritual Sanctuary	W	R 7.30	6.00 ▼	5.30
Stangg Storm Seeker	G	R 7.40 U 2.70	6.00 7	5.50
Storm World	R	R 8.50	1.50 ▲ 6.00 ▼	1.00 5.50
Subdue	G	C 0.80	0.50	0.25
Sunastian Falconer	D	U 1.90	1.50 ▲	1.00
Sword of the Ages Sylvan Library	A	R 22.50 U 7.00	15.00 7	7.50
Sylvan Paradise	G	U 1.40	5.00 ▼ 1.10	3.00 1.00
Syphon Soul	В	C 0.70	0.25 ▼	0.25
Takklemaggot	В	U 1.20	1.00	1.00
Telekinesis Teleport	U	R 6.90 R 7.50	5.50 V	5.00 5.30
Tempest Efreet	R	R 7.50 R 6.70	6.00 ▼	5.50
Tetsuo Umezawa	D	R 9.80	7.00 ₹	5.50
The Abyss	В	R 51.25	45.00 ▼	37.50
The Brute The Lady of the Mountain	R	C 0.60 U 1.40	0.25 🔻	0.25
The Tabernacle at Pendrell Va		U 1.40 R 22.25	1.10 15.00 V	1.00
The Wretched	В	R 9.30	6.00 ▼	5.50
Thunder Spirit	W	R 25.00	23.50	7.00
Time Elemental Tobias Andrion	U	R 13.25 U 1.40	8.00 ▼	7.00
Tolaria	Ĺ	U 1.40 U 1.80	1.10 1.10	1.00
Tor Wauki	D	U 2.00	2.00 ▲	1.00
Torsten Von Ursus	0	U 1.40	1.10	1.00
Touch of Darkness Transmutation	B	U 1.20 C 0.60	1.10 0.25 V	1.00 0.25
Triassic Egg	A	R 7.50	5.80 ▼	5.00
Tuknir Deathlock	D	R 8.30	6.00▼	5.50
Tundra Wolves	W	C 0.60	0.25 ▼	0.25
Typhoon Undertow	G	R 8.30 U 1.20	6.00▼	5.00
Underworld Dreams	В	U 22.50	1.10 18.00▼	1.00 6.50
Unholy Citadel	L	U 1.20	1.00	1.00
Untamed Wilds	G	U 1.20	1.00	1.00
Urborg Ur-Drago	L	U 2.20 R 7.70	1.50 ▲ 5.50	1.00 5.00
Vaevictis Asmadi	D	R 11.00	8.00▼	6.00
Vampire Bats	В	C 0.60	0.25	0.25
Venarian Gold	U	C 0.60	0.25▼	0.25
Visions Voodoo Doll	W	U 1.20 R 6.00	1.00 5.50 V	1.00 5.00
Walking Dead	B	C 0.60	5.50 ▼ 0.25 ▼	0.25
Wall of Caltrops	W	C 0.60	0.25 ▼	0.25
Wall of Dust	R	U 1.20	1.00	1.00
Wall of Earth Wall of Heat	R	C 0.60 C 0.60	0.25 ▼ 0.25 ▼	0.25
Wall of Light	W	U 1.40	1.10	1.00
Wall of Opposition	R	R 7.30	5.50 ▼	5.00
Wall of Putrid Flesh	В	U 1.20	1.00	1.00
Wall of Shadows Wall of Tombstones	B	C 0.60 U 1.20	0.25 1.00	0.25 1.00
Wall of Vapor	Ü	C 0.60	0.25	0.25
Wall of Wonder	Ū	U 1.20	1.00	1.00
Whirling Dervish	G	U 1.40	1.10	1.00
White Mana Battery Willow Satyr	A	U 1.50 R 7.30	1.50 🛦	1.00
Winds of Change	R	R 7.30 U 1.50	5.30 1.30	5.00
Winter Blast	G	R 6.00	5.50 ▼	5.00
Wolverine Pack	G	C 0.60	0.25 ▼	0.25
Wood Elemental Xira Arien	G	R 6.00 R 7.30	5.50 V	5.00
Zephyr Falcon	U	R 7.30 C 0.60	6.00 ▼ 0.25	5.50 0.25
Total	,		238.90 10	0.25





The Dark Set The Dark Booster Box The Dark Booster Pack 114.75 104.50 ▲ 99.75 281.50 278.00 ▼ 274.25 7.90 7.80 ▼ 7.40

The Dark Booster Pack		7.90	7.80▼	7.40
CARD NAME	COL	RAR UPPER	MEDIAN	LOWER
Amnesia	U	U2 3.00	1.00	1.00
Angry Mob Apprentice Wizard	W	U2 1.00 U1 3.00	1.00 1.00 V	1.00
Ashes to Ashes	В	C3 0.25	0.25	0.15
Ball Lightning	R	U1 12.00	10.00 ▼	9.00
Banshee Barl's Cogo	В	U2 1.00	1.00	1.00
Barl's Cage Blood Moon	A	U1 5.00 U1 5.00	2.50 ▼ 5.00 ▲	2.00
Blood of the Martyr	w	U2 1.00	1.00	1.00
Bog Imp	В	C3 0.25	0.25	0.15
Bog Rats	В	C3 0.25 U2 1.00	0.25	0.15
Bone Flute Book of Rass	A	U2 1.00 U2 1.00	1.00 1.00	1.00 1.00
Brainwash	W	C3 0.25	0.25	0.15
Brothers of Fire	R	U2 1.00	1.00	1.00
Carnivorous Plant Cave People	G	C3 0.25 U2 1.00	0.25	0.15
City of Shadows	Ĺ	U1 5.00	1.00 4.00	1.00 3.50
Cleansing	W	U1 5.00	3.00	3.00
Coal Golem Curse Artifact	A	U2 1.00	1.00	1.00
Dance of Many	B	U2 2.00 U1 4.00	1.00 ▼ 3.00	1.00
Dark Heart of the Wood	D	C3 0.25	0.25	0.25
Dark Sphere	Α	U2 2.00	1.00	1.00
Deep Water Diabolic Machine	U A	C3 0.25 U2 1.00	0.25	0.15
Drowned	U	C3 0.25	1.00	1.00
Dust to Dust	W	C3 0.25	0.25	0.15 0.15
Eater of the Dead	В		1.00	1.00
Electric Eel Elves of Deep Shadow	U	U2 1.00 U2 1.00	1.00	1.00
Erosion	U	C3 0.25	0.25	0.15
Eternal Flame	R	U1 4.00	3.00 🛦	2.00
Exorcist	W	U1 5.00	4.50 🛦	4.00
Fasting Fellwar Stone	W	U2 1.00 U2 2.00	1.00 1.00 ▼	1.00
Festival	W	C3 0.25	0.25	0.15
Fire and Brimstone	W	U2 2.00	1.00	1.00
Fire Drake Fissure	R	U2 1.00 C3 0.25	1.00	1.00
Flood	Ü	C3 0.25 U2 1.00	0.25	0.15 1.00
Fountain of Youth	A	U2 1.50	1.00	1.00
Frankenstein's Monster	В	U1 6.00	5.00	4.00
Gaea's Touch Ghost Ship	G	C3 0.25 C3 0.25	0.25	0.25
Giant Shark	Ü	C3 0.25	0.25 0.25	0.15 0.15
Goblin Caves	R	C3 0.25	0.25	0.15
Goblin Digging Team	R	C3 0.25	0.25	0.15
Goblin Hero Goblin Rock Sled	R	C3 0.25 C3 0.25 C3 0.25 C3 0.25 C3 0.25	0.25 0.25	0.15 0.15
Goblin Shrine	Ř	C3 0.25	0.25	0.15
Goblin Wizard	R	U1 5.00	4.00	4.00
Goblins of the Flarg Grave Robbers	R	C3 0.25 U1 5.00	0.25	0.15
Hidden Path	G	U1 4.50	4.00 ▲ 3.00 ▲	3.00 2.00
Holy Light	W	C3 0.25	0.25	0.15
Inferno	R	U1 5.00	4.00	4.00
Inquisition Knights of Thorn	B W	C3 0.25 U1 5.00	0.25 3.00	0.15 3.00
Land Leeches	G	C3 0.25	0.25	0.15
Leviathan	Ų	U1 5.00	4.00	2.00
Living Armor Lurker	A	U2 1.00 U1 5.00	1.00	1.00 3.50
Mana Clash	R	U1 5.00	2.00	1.50
Mana Vortex	U	U1 5.00	3.50 0.25	3:00
Marsh Gas	В	C3 0.25 C3 0.25 C3 0.25	0.25	0.15 0.25
Marsh Goblins Marsh Viper	G	C3 0.25 C3 0.25	0.25	0.25
Martyr's Cry	·W	U1 5.00	3.00	3.00
Maze of Ith	L	C1 9.00	8.00 🔻	0.25
Merfolk Assassin Mind Bomb	U	U2 2.00 U1 3.50	1.00	1.00
Miracle Worker	W	C3 0.25	0.25	0.15
Morale	W	C3 0.25	0.25	0.15
Murk Dwellers Nameless Race	В	C3 0.25	0.25	0.15
Necropolis	B	U1 5.00 U2 2.00	4.00 ▲ 2.00 ▲	3.00 1.50
Niall Silvain	G	U1 4.50	3.00	3.00
Orc General	R	U2 1.50	1.00	1.00
People of the Woods Pikemen	G	U2 1.00 C3 0.25	1.00 0.25	1.00 0.15
Preacher	W	U1 6.30	6.00	5.00
Psychic Allergy	U	U1 5.00	4.00 ▲	3.00
Rag Man Reflecting Mirror	В	U1 4.00	2.00	1.50
Reflecting Mirror Riptide	A	U2 1.50 C3 0.25	1.00 0.25	1.00 0.15
Runesword	A	U2 1.00	1.00	1.00
Safe Haven	L	U1 5.00	2.00	2.00
Savaen Elves Scarecrow	G	C3 0.25	0.25	0.25
Scarwood Bandits	G	U2 2.00 U1 4.00	2.00 A 2.00	1.00
Scarwood Goblins	D	C3 0.50	0.25	0.25
Scarwood Hag	G	U2 1.00	1.00	1.00
Scavenger Folk Season of the Witch	G B	C3 0.25 U1 5.00	0.25	0.15
Sisters of the Flame	R	U2 1.00	2.00 1.00	2.00 1.00
Skull of Orm	A	U2 2.50	2.00 ▲	1.00
Sorrow's Path	L	U1 4.00	2.00	2.00
Spitting Slug	G	U2 1.00	1.00	1.00

Squire		W	C3	0.25	0.25		0.15
Standing Stone	es	A	U2	2.00	1.00		1.00
Stone Calenda	r	A	U1	4.00	2.00 7		1.00
Sunken City		U	C3	0.25	0.25		0.15
Tangle Kelp		U	U2	1.00	1.00		1.00
The Fallen		В	U2	1.00	1.00		1.00
Tivadar's Crusa		W	U2	1.00	1.00		1.00
Tormod's Cryp		A	U2	2.00	1.00		1.00
Tower of Coira	ll	A	U2	1.00	1.00		1.00
Tracker		G	U1	5.00	4.00		3.50
Uncle Istvan		В	U2	1.00	1.00		1.00
Venom		G	C3	0.25	0.25		0.15
Wand of Ith		A	U2	3.00	2.00 🛦		1.00
War Barge		A	U2	1.00	1.00		1.00
Water Wurm		U	C3	0.25	0.25		0.15
Whippoorwill		G	U2	1.00	1.00		1.00
Witch Hunter		W	U1	4.00	2.00 7		2.00
Word of Bindir		В	C3 U1	0.25	0.25		0.15
Worms of the		B	U1	5.00	3.00		2.00
Wormwood Tr	eeror	u		50.05	182.50	1	48.75
Total	NAME OF STREET	reasons of		50.05	102.30		40.73
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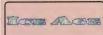
Empires

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Fallen Empires Set Fallen Empires Booster Box	57.75		57.25
Fallen Empires Booster Pack	1.80	1.80	1.70

Fallen Empires Booster Box Fallen Empires Booster Pack			57.75 1.80	57.50 1.80	57.25 1.70
CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aeolipile	A	U1	1.80	1.00	1.00
Armor Thrull #1-4	В	C1	0.25	0.25	0.25
Balm of Restoration Basal Thrull #1-4	A	U1	1.50	1.00 ▼	1.00
Basal Thrull #1-4	В	C1	0.25	0.25	0.25
Bottomless Vault	L	U1	2.00	1.50 ▼ 0.25	1.00 0.25 0.60
Brassclaw Orcs #1-4	R	C1 U3	0.25 1.00	1.00	0.25
Breeding Pit Combat Medic #1-4	W	C1	0.25	0.25	0.00
Conch Horn	A	U1	0.25 1.70	1.00 ▼	1.00
Deep Spawn	U	U3	1.00	1.00	0.60
Delif's Cone	A	C1	0.25	0.25	0.25
Delif's Cube Derelor	AB	U1 U1	1.00	1.00 2.70 ▼	1.00
Draconian Cylix	A	U1	1.80	1.00 ▼	1.00
Dwarven Armorer	R	U1	1.80	1.00	1.00
Dwarven Catapult	R	U3 U1	0.90	0.80 ▼	0.60
Dwarven Hold	L	U1	2.40	1.80 ▼ 0.80 ▼	0.60 1.10 0.60
Dwarven Lieutenant Dwarven Ruins	R	U3 U2	0.90	1.00	1.00
Dwarven Soldier #1-3	Ř	C1	0.25	0.25	0.25
Ebon Praetor	В	Ŭ1	2.00	1.50 ▼	1.00
Ebon Stronghold	L	U2	1 00	1.00	1.00 0.25
Elven Fortress #1-4	G	C1	0.25	0.25	0.25
Elven Lyre	A	U1	1.70	1.00 ▼	1.00
Elvish Farmer Elvish Hunter #1-3	G	U1 C1	1.80	1.00	1.00
Elvish Scout #1-3	G	C1	0.25	0.25 0.25 0.50 V	0.25 0.25
Farrelite Priest	W	C1 U3	0.80	0.50 ▼	0.50
Farrel's Mantle	W	U3	0.90	0.80 ₹	0.60
Farrel's Zealot #1-3	W	C1	0.25	0.25	0.25
Feral Thallid Fungal Bloom	G	U3	0.90 2.00	0.80 ₹	0.60
Goblin Chirurgeon #1-3	G	U1 C1 U1	0.25	1.50 ▼ 0.25	1.00 0.25 1.00
Goblin Flotilla	R	U1	1.80	1.00	1.00
Goblin Grenade #1-3	R	C1	0.25	0.25	0.25
Goblin Kites	R	U3	0.90	0.80 🔻	0.60
Goblin War Drums #1-4 Goblin Warrens	R	C1 U1	0.25 2.90	2.25	0.25
Hand of Justice	W	U1	2.40	0.25 2.30 ▼ 2.00 ▼	2.00 1.30
Havenwood Battleground	L	U2	1.00	1.00	1.00
Heroism	W	U3	0.90	0.80 ▼	0.60
High Tide #1-3	U	C1 U1	0.25	0.25 1.50 ▼ 1.00 ▼	0.25
Hollow Trees Homarid Shaman	L	U1	2.80	1.00 V	1.00
Homarid Spawning Bed	Ü	U3	1.00	1.00	0.60
Homarid Warrior #1-3	U	C1	0.25	0.25	0.25
Homarid #1-4 Hymn to Tourach #1-4	U	C1	0.25	0.25	0.25
Hymn to Tourach #1-4	B	C1 C1 C1	0.45 0.25	0.25 0.25	0.25 0.25
Icatian Infantry #1-4 Icatian Javelineers #1-3	W	C1	0.25	0.25	0.25
Icatian Lieutenant	W	U1	2.40	1.00 ▼	1.00
Icatian Moneychanger #1-3	W	C1	0.25	0.25	0.25
Icatian Phalanx Icatian Priest Icatian Scout #1-4	W	U3 U3	0.80	0.50 ▼	0.50
Ication Priest	W	U3	0.90	0.80 ▼ 0.50 ▼	0.60
Icatian Skirmishers	W	U1	1.00	1.00	0.50
Icatian Store	L	U1	2.00	2.00	1.60
Icatian Town	W	U1	2.90	2.30 ▼	1.30
Implements of Sacrifice	A	U1	1.70 0.25	1.00 ▼	1.00
Initiates of the Ebon Hand #1- Merseine #1-4	-3 B	C1	0.25	0.25 0.25	0.25 0.25
Mindstab Thrull #1-3	В	U1 C1 C1 C1	0.25	0.25	0.25
Necrite #1-3	В	C1	0.25	0.25	0.25
Night Soil #1-3	G	C1 U3	0.25	0.25	0.25
Orcish Captain Orcish Spy #1-3	R	U3	0.90	0.80 ▼	0.60
Orcish Spy #1-3	R	CT	0.25	0.25 0.25	0.25
Orcish Veteran #1-4 Order of Leitbur #1-3	R	C1 C1 C1	0.25	0.25	0.25
Order of the Ebon Hand #1-3	B	C1	0.25	0.25	0.25
Orgg	R	U1	3.00	2.40 ▼	1.30
Raiding Party	R	U3	0.90	0.80 ▼	0.60
Rainbow Vale	L	U1	3.60 2.00	3.00 1.50 ▼	1.90
Ring of Renewal River Merfolk	A	U1 U1	2.00	1.50 ▼	1.00
Ruins of Trokair	L	U2	1.00	1.00	1.00
Sand Silos	L	U1	2.00	1.50 ▼	1.00
Seasinger	U	U3	1.00	1.00	0.60
Soul Exchange	В	U3	0.90	0.80 ▼	0.60

Vodalan Nage #1-3 U C1 0.25 0.25 0.25 0.2 Vodalan Soldiers #1-4 U C1 0.25 0.25 0.2 0.2 Vodalan War Machine U U1 2.00 1.50 V 1.50 V 1.00 1.0 Zelyon Sword A U1 1.80 1.00 1.0 1.0 1.0 1.0 Total 110.65 86.75 69.5	Spirit Shield Spore Cloud #1-3 Spore Cloud #1-3 Spore Hower Svyelunite Priest Svyelunite Temple Thallid Devourer Thallid #1-4 Thelonite Druid Thelonite Monk Thelonis Chant Thelon's Chant Thelon's Chant Thelon's Chant Th		U1 U3 U3 U2 U3 C1 U3 U1 U1 U3 U3 U1 U3 U3 U3 U1 U1 U3 U3 U1 U3 U3 U1 U1 U1 U1 U1 U1 U1 U1 U1 U1 U1 U1 U1	1.00 0.25 0.90 0.90 1.00 0.25 0.90 1.80 1.00 2.00 0.25 2.00 0.90 0.25 0.90 0.90	1.00 0.25 0.80 V 1.00 0.50 V 0.25 0.80 V 1.00 V 0.25 1.80 V 0.25 1.80 V 0.25 1.80 V 0.25 1.80 V 0.80 V 0.80 V	1.0 0.2 0.6 0.6 1.0 0.5 0.2 0.6 1.0 0.2 1.1 0.5 0.6 0.6 0.6 0.6 0.6 1.0 0.6 1.0 0.6 1.0 0.6 1.0 0.6 1.0 0.6 1.0 0.6 1.0 0.6 1.0 0.6 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0 1.0
Tourach's Gate B U1 2.00 1.50 ▼ 1.0 Vodalian Knights U U1 2.00 1.50 ▼ 1.0 Vodalian Mage #1-3 Vodalian Soldiers #1-4 U C1 0.25 0.25 0.2 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian Knights U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U1 U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U1 U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U1 U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U1 U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U1 U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U1 U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U1 U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U1 U1 2.00 1.50 ▼ 1.0 Vodalian War Machine U1 U1 2.00 1.50 ▼ 1.0 Vodalian War	Tidal Influence	Ū	U3	0.90	0.80 ₹	0.6
Vodalian Mage #1-3 U C1 0.25 0.25 0.25 Vodalian Soldiers #1-4 U C1 0.25 0.25 0.25 Vodalian War Machine U U 1 2.00 1.50 1.00 Zelyon Sword A . U1 1.80 1.00 1.00	Tourach's Gate	В	U1	2.00	1.50 ▼	1.0
Zelyon Sword A U1 1.80 1.00 1.00	Vodalian Mage #1-3 Vodalian Soldiers #1-4	U	C1 C1	0.25 0.25	0.25 0.25	0.2
110.00 00.10 00.00	Zelyon Sword		U1	1.80	1.00	1.0
	Total			7	00.70	00.0





7,-	100		medicine and
Ice Age Set		170.75 ▼	
Ice Age Starter Box		107.25 ▼	
Ice Age Booster Box	122.75	121.75 ▼	121.00
Ice Age Starter Deck	12.00	12.00	11.75
Ice Age Booster Pack	5.50	5.00	4.90

Ice Age Starter Deck Ice Age Booster Pack		'	12.00	12.00 5.00	11.75 4.90
CARD NAME	COL	RAR		MEDIAN	1
Abyssal Specter	В	U	1.00	1.00	0.70
Adarkar Sentinel	A	C	1.00 0.25	0.80 ▼	0.50
Adarkar Unicorn Adarkar Wastes	L	R	6.00	0.25 5.70 ▼	0.15 5.30
Aegis of the Meek	A	R	3.00	3.00	2.80
Aggression Alter of Bono	R	U R	1.00	1.00	0.70 3.00
Altar of Bone Amulet of Quoz	A	R	3.00	3.00	2.40
Anarchy	R	U	1.00	1.00	0.70
Arctic Foxes	W	C	0.25	0.25	0.15
Arcum's Sleigh Arcum's Weathervane	A. A	U	1.00	0.80 ▼	0.50 0.50
Arcum's Whistle	A	Ü	1.00	0.80 7	0.50
Arenson's Aura	W	CCC	0.25	0.25 0.25 0.25	0.15 0.15 0.15
Armor of Faith	W	C	0.25	0.25	0.15
Arnjlot's Ascent Ashen Ghoul	В	Ü	1.00	1.00	0.15
Aurochs	G	C	0.25	0.25	0.15
Avalanche	R	U	1.00	0.80 ▼	0.50
Balduvian Barbarians Balduvian Bears	R	C	0.25	0.25 0.25	0.15 0.15
Balduvian Conjurer	U	Ü	1.00	0.25	0.13
Balduvian Hydra	R	R	3.20	3.00 ₹	3.00
Balduvian Shaman	U	C	0.25	0.25	0.15
Barbarian Guides Barbed Sextant	R	C	0.25	0.25 0.25	0.15 0.15
Baton of Morale	A	Ü	1.00	0.25 ▼	0.13
Battle Cry	W	П	1.00	1.00	0.70
Battle Frenzy	R	Č	0.25	0.25	0.15
Binding Grasp Black Scarab	W	U	1.00	1.00	0.70 0.50
Blessed Wine	W	C	1.00	0.80 ▼ 0.25 4.80 ▼	0.15
Blinking Spirit	W	R	5.00 3.00	4.80 ▼	3.00
Blizzard Blue Scarab	G	R U	3.00	3.00	3.00 2.50 0.50 0.15 0.15 3.00
Bone Shaman	R	C	1.00	0.80 v 0.25	0.50
Brainstorm .	U	C	0.25	0.25	0.15
Brand of III Omen	R	R	3.00	3.00	3.00
Breath of Dreams Brine Shaman	U B	C	1.00 0.25	0.80 V 0.25 0.25	0.50 0.15
Brown Ouphe	G	C	0.25	0.25	0.15
Brushland	L	R	5.60	5.10 ▼ 0.25	5.00
Burnt Offering	В	C	0.25	0.25	0.15
Call to Arms Caribou Range	W	R R	3.20 3.20	3.00 ▼	3.00 2.50
Celestial Sword	A	R	3.20	3.00	3.00
Centaur Archer	D	U	1.00	0.80 ₹	0.50
Chaos Lord Chaos Moon	R R	R R	3.20	3.00	2.80
Chromatic Armor	D	R	3.00	3.00	3.00 2.90
Chub Toad	G	C	0.25	0.25	0.15
Circle of Protection: Black	W	0000000	0.25	0.25	0.15
Circle of Protection: Blue Circle of Protection: Green	W	C	0.25 0.25	0.25 0.25	0.15 0.15
Circle of Protection: Red	W	C	0.25	0.25	0.15
Circle of Protection: White	· W	C	0.25	0.25	0.15
Clairvoyance	U	C	0.25	0.25	0.15
Cloak of Confusion Cold Snap	W	C	0.25 1.00	0.25 0.80 v	0.15 0.50
Conquer	R	Ŭ	1.00	1.00	0.50
Cooperation	W	C	0.25	0.25	0.15
Crown of the Ages	U	C R	0.25	0.25	0.25
Crown of the Ages Curse of Marit Lage	A	R	3.00	3.00	2.90 2.80
Dance of the Dead	В	U	1.00	1.00	0.50
Dark Banishing	В	C	0.25	0.25	0.15
Dark Ritual Death Ward	B	C	0.25 0.25 0.25	0.25	0.15
Deflection	U	CCCR	6.00	0.25 0.25 0.25 5.70	0.15 4.00
Demonic Consultation	В	U	1.00	1.00	0.50
Despotic Scepter	A	R	3.00	3.00	2.00

Dire Wolves	G	С	0.25	0
Disenchant	W	CCC	0.25	0
Dread Wight Dreams of the Dead	B	R U	3.00 1.00	3
Drift of the Dead	В	U	1.00	0
Drought Dwarven Armory	W R	U R	1.00	1 3
Earthlink	D	R	3.20	3
Earthlore Elder Druid	G G	C R	0.25 3.20	0
Elemental Augury	D	R	3.00	333
Elkin Bottle Elvish Healer	A W	R	3.00 0.25	0
Enduring Renewal	W	R	6.80	5
Energy Storm Enervate	W	R C	3.20 0.25	0
Errant Minion	U	C	0.25	0
Errantry	R	C	0.25 0.25	0
Essence Filter Essence Flare	U	C	0.25	0
Essence Vortex	D	U	1.00	0
Fanatical Fever Fear	G B	C	1.00 0.25	0
Fiery Justice	D	R	3.00	3
Fire Covenant Flame Spirit	· D	U	1.00	0
Flare	R	C	0.25	0
Flooded Woodlands Flow of Maggots	D B	R R	3.00	3
Folk of the Pines	G	C	0.25	3
Forbidden Lore Force Void	G U	R U	3.20 1.00	3
Forest (3 versions)	L	C	0.25	0
Forgotten Lore	G W	U R	1.00	3
Formation Foul Familiar	B	C	0.25	(
Foxfire	G	С	0.25	(
Freyalise Supplicant Freyalise's Charm	G G	U	1.00	1
Freyalise's Winds	G	R	3.00	3
Fumarole Fylgja	D W	C	1.00	0
Fyndhorn Bow	A	U	1.00	0
Fyndhorn Brownie Fyndhorn Elder	G	C	0.25 1.00	1
Fyndhorn Elves	G	C	0.25	
Fyndhorn Pollen Game of Chaos	G R	R R	3.00 3.00	3
Gangrenous Zombies	В	C	0.25	3330
Gaze of Pain	B	C	0.25	(
General Jarkeld Ghostly Flame	D	R	3.20	3
Giant Growth	G	C	0.25	
Giant Trap Door Spider Glacial Chasm	D	U	1.00	(
Glacial Crevasses	R	R	3.00	3
Glacial Wall Glaciers	U	U R	1.00	3
Goblin Lyre	A	R	3.70 3.00	
Goblin Mutant Goblin Sappers	R R	C	1.00 0.25	(
Goblin Ski Patrol	R	C	0.25	Ċ
Goblin Snowman Gorilla Pack	R	C	1.00	(
Gravebind	В	R	3.00	2
Green Scarab Grizzled Wolverine	W-R	C	1.00 0.25	(
Hallowed Ground	W	Ü	1.00	(
Halls of Mist	L	R	3.20 0.25	3
Heal Hecatomb	B	R	4.80	4
Hematite Talisman	A	U	1.00	(
Hipparion Hoar Shade	W	C	1.00	0 0 3
Hot Springs	G	R	3.00	3
Howl from Beyond Hurricane	B	C	0.25	
Hyalopterous Lemure	В	U	1.00	0
Hydroblast Hymn of Rebirth	U	C	0.25 1.00	
Ice Cauldron	A	R	3.00	3
Ice Floe Iceberg	L	U	1.00	0
Icequake	В	U	1.00	1
lcy Manipulator	A	U	5.00	5
Icy Prison Illusionary Forces	U	R C	3.00 0.25	3
Illusionary Presence	U	R	3.00	3
Illusionary Terrain Illusionary Wall	U	C	1.00	0
, Illusions of Grandeur	Ü	R	4.90	4
Imposing Visage Incinerate	R R	C	0.25	0
Infernal Darkness	В	R	0.25 0.35 3.20 3.00	33
Infernal Denizen Infinite Hourglass	B	R R	3.00 3.20	3
Infuse	U	C	0.25	0
Island (3 versions) Jester's Cap	L	C R	0.25	0
Jester's Mask	A	R	9.50 6.50	0 8 5
Jeweled Amulet	A	U	1.00	1
Johtull Wurm Jokulhaups	G R	U R	1.00 6.40	5
Juniper Order Druid	G	C	0.25	
Justice Karplusan Forest	F	U R	1.00 6.20	1
Karplusan Giant	R	Ü	1.00	1

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Skull Catapult	A	U	1.00	0.80 ₹	0.50	Blood Moon
Sleight of Mind	Ü	Ü	1.00	1.00	0.70	Blood of the Mai
Snow Devil	Ü	C	0.25	0.25	0.15	Bog Rats
Snow Fortress	A	R	3.20	3.00	3.00	Book of Rass
Snow Hound	W	U	1.00	0.80 🔻	0.50	Boomerang
Snowblind	G	R	3.20	3.00	2.00	Bronze Horse
Snow-Covered Forest	L	C	0.25	0.25	0.15	Cat Warriors Chromium
Snow-Covered Island Snow-Covered Mountain	L	C	0.25	0.25 0.25	0.15 0.15	City of Brass
Snow-Covered Plains	Ĺ	C	0.25	0.25	0.15	Cocoon
Snow-Covered Swamp	Ĺ	Č	0.25	0.25	0.15	Concordant Cros
Snowfall	Ũ	Č	0.25	0.25	0.15	Craw Giant
Soldevi Golem	A	R	3.00	3.00	3.00	Cuombajj Witche
Soldevi Machinist	U	U	1.00	0.80 ₹	0.50	Cyclone
Soldevi Simulacrum	A	U	1.00	0.80 ▼	0.50	Dakkon Blackbla Dance of Many
Songs of the Damned	В	C	0.25	0.25	0.15	Dandan
Soul Barrier Soul Burn	B	U	1.00	0.80 7	0.50	D'Avenant Arche
	В	C	0.25	0.25 0.25	0.15 0.15	Divine Offering
Spectral Shield	D	Ü	1.00	0.80 🔻	0.50	Emerald Dragon
Spoils of Evil	В	Ř	3.00	3.00	2.50	Enchantment Alt
Spoils of War	В	R	3.20	3.00	3.00	Erhnam Djinn
Staff of the Ages	A	R	3.00	2.80	2.30	Fallen Angel
Stampede	G	R	3.10	3.00	3.00	Feldon's Cane Fire Drake
	В	Ū	1.00	0.80 ▼	0.50	Fishliver Oil
Stone Rain	R	C	0.25	0.25	0.15	Flash Flood
	R	U	1.00	0.80 ▼ 0.25	0.50 0.15	Fountain of Yout
Stonehands Storm Spirit	D	R	3.20	3.00 ▼	3.00	Gabriel Angelfire
Stormbind	D	R	4.00	3.80	3.20	Gauntlets of Cha
Stromgald Cabal	В	R	3.00	3.00	2.00	Ghazban Ogre
Stunted Growth	G	R	3.00	3.00	3.00	Giant Slug Goblin Artisans
Sulfurous Springs	L	R	6.30	6.00 ▼	5.20	Goblin Digging 1
Sunstone	A	U	1.00	0.80 ▼	0.50	Goblin Shrine
Swamps (3 versions)	L	C	0.25	0.25	0.15	Goblins of the FI
Swords to Plowshares Tarpan	W	C	2.00 0.25	1.00 v 0.25	0.70 0.15	Hasran Ogress
Thermokarst	G	Ü	1.00	1.00	0.70	Hell's Caretaker
Thoughtleech	G	Ŭ	1.00	0.80 ▼	0.50	Horn of Deafenir
Thunder Wall	Ü	Ū	1.00	0.80 ▼	0.50	Indestructible Au Ivory Guardians
Timberline Ridge	L	R	3.20	3.00 ▼	3.00	Jalum Tome
Time Bomb	A	R	3.20	3.00 ₹	3.00	Jeweled Bird
Tinder Wall	G	C	0.25	0.25	0.15	Johan
Tor Giant Total War	R	C R	0.25	0.25	0.15	Juxtapose
Touch of Death	R B	C	3.00 0.25	3.00 0.25	2.80 0.15	Keepers of the F
Touch of Vitae	G	Ŭ	1.00	0.90	0.50	Kei Takahashi
Trailblazer	Ğ	Ř	3.00	3.00	2.80	Land's Edge Living Armor
Underground River	L	R	6.50	6.00 ▼	5.30	Marhault Elsdrag
Updraft	U	U	1.00	0.80 V	0.50	Metamorphosis
Urza's Bauble	A	U	1.00	0.80 ▼	0.50	Mountain Yeti
Veldt Venemous Breeth	L G	R U	3.00	3.00 ▼	3.00 0.50	Nebuchadnezzer
Venomous Breath Vertigo	R	U	1.00	1.00	0.50	Nicol Bolas
Vexing Arcanix	A	R	3.20	3.00	3.00	Obelisk of Undo Palladia-Mors
Vibrating Sphere	A	R	3.00	2.80	1.80	Petra Sphinx
Walking Wall	A	U	1.00	0.80 ▼	0.50	Primordial Ooze
Wall of Lava	R	U	1.00	0.80 🔻	0.50	Puppet Master
Wall of Pine Needles	G	U	1.00	0.80 🔻	0.50	Rabid Wombat
Wall of Shields War Chariot	A	U	1.00	0.80 ▼	0.50 0.50	Rakalite
Warning	W	C	0.25	0.00	0.30	Recall Remove Soul
Whalebone Glider	A	Ü	1.00	0.80▼	0.50	Repentant Black
White Scarab	W	Ŭ	1.00	0.80 7	0.50	Revelation
Whiteout	G	U	1.00	1.00	0.70	Rubinia Soulsing
Wiitigo	G	R	3.20	3.00	3.00	Runesword
Wild Growth	G	C	0.25	0.25	0.15	Safe Haven
Wind Spirit Wings of Aesthir	U	U	1.00	0.80 🔻	0.50	Scavenger Folk
Winter's Chill	U	R	1.00	1.00 3.00	0.70 3.00	Sentinel Serpent Generat
Withering Wisps	В		1.00	1.00	0.70	Shield Wall
Woolly Mammoths	G	Č	0.25	0.25	0.15	Shimian Nightst
Woolly Spider	G	C	0.25	0.25	0.15	Sivitri Scarzam
Word of Blasting	R	U	1.00	0.80 🔻	0.50	Sol'Kanar the Sv
Word of Undoing	U	C	0.25	0.25	0.15	Stangg
Wrath of Marit Lage	U	R	3.00	3.00	1.80	Storm Seeker
Yavimaya Gnats Zuran Enchanter	G	C	1.00	1.00	0.70 0.15	Takklemaggot Teleport
Zuran Orb	A	Ü	1.00	0.25 1.00	0.15	The Fallen
Zuran Spellcaster	Û	C	0.25	0.25	0.15	The Wretched
Zur's Weirding	Ü	Ř	4.10	3.50	3.00	Tobias Andrion
Total		5		543.05	437.65	Tor Wauki



Chronicles

125 Cards

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Chronicles Set	80.50	77.00 🛦	73.50
Chronicles Booster Box	94.75	94.50 V	94.25
Chronicles Booster Pack	4.30	4.20 ▼	4.10

Chronicles Booster Box Chronicles Booster Pack			94.75	94.50 V 4.20 V	94.25 4.10
	COL	DAD		MEDIAN	
Abu Jafar	W	U3	1.00	1.00	0.60
Active Volcano	R	C3	0.25	0.25	0.15
Akron Legionnaire	W	U1	2.20	2.00	2.00
Aladdin Angelic Voices	R	U1 U1	2.00 4.00	2.00 4.00	1.30 2.50
Arcades Sabboth	D	U1	4.80	4.00	2.50
Arena of the Ancients	A	U1	2.00	2.00	2.00
Argothian Pixies Ashnod's Altar	G	C3 C2 C2	0.25 0.25	0.25 0.25	0.15 0.15
Ashnod's Transmogrant	A	C2	0.25	0.25	0.15
Axelrod Gunnarson	D	U1	2.40	2.00	1.30
Ayesha Tanaka Azure Drake	D U	U1 U3	2.00	2.00 0.70 V	2.00 0.50
Banshee	В	U3	1.00	0.70 7	0.50
Barl's Cage	A	U1	2.00	2.00	1.30
Beasts of Bogardan Blood Moon	R	U3 U1	1.00 4.00	0.70 ▼ 4.00	0.50 3.20
Blood of the Martyr	W	U3	1.00	0.70 🔻	0.50
Bog Rats	В	C3	0.25	0.25	0.15 1.00
Book of Rass Boomerang	A	U1 C3	2.00	1.50 ▼ 0.25	
Bronze Horse	A	U1	0.25 2.00	2.00	0.15 2.00
Cat Warriors	G	U1 C3	0.25	0.25	0.15
Chromium City of Dance	D	U1	5.00	4.50	3.20
City of Brass Cocoon	G	U1 U3	6.80	5.60 ▼ 0.70 ▼	5.00 0.50
Concordant Crossroads	G	U1	3.50	3.00	2.60
Craw Giant	G	U3	1.00	1.00	0.60
Cuombajj Witches Cyclone	B	C3 U1	0.25	0.25 2.00	0.15
Dakkon Blackblade	D	U1	3 70	2.50 ▼	1.30 2.00
Dance of Many	Ü	111	4.30 0.25	2.00	2.00
Dandan	U	C3	0.25	0.25	0.25
D'Avenant Archer. Divine Offering	W	03	0.25	0.25	0.15 0.15
Emerald Dragonfly	G	C3 C3	0.25	0.25 0.25	0.15
Enchantment Alteration	Ŭ	U3	1.00	0.70 🔻	0.50
Erhnam Djinn	G	U3	3.60	1.80 ▲	1.00
Fallen Angel Feldon's Cane	B	U3 C2	1.00 0.45	1.00 0.25	1.00 0.25
Fire Drake	R	U3	1.00	0.23	0.60
Fishliver Oil	U	C3	0.25	0.25	0.15
Flash Flood	U	C3 C3 C2	0.25	0.25 0.25	0.15
Fountain of Youth Gabriel Angelfire	A	U1	0.45 3.00	3.00	0.15 0.25 2.30
Gauntlets of Chaos	A	U1	2.40	2.00	2.00
Ghazban Ogre	G	U1 C3 C3	0.25	0.25	0.15
Giant Slug	В	C3	0.25	0.25	0.15
Goblin Artisans Goblin Digging Team	R	U3 C3	1.00	0.70 V 0.25	0.50 0.15
Goblin Shrine	R	C3	0.25	0.25	0.15
Goblins of the Flarg	R	C3	0.25	0.25	0.15
Hasran Ogress Hell's Caretaker	B	C3	0.25 5.00	0.25	0.15 3.20
Horn of Deafening	A	111	2 00	2.30 V	2.00
Indestructible Aura	W	C3 U3	0.25	4.50 A 2.30 V 0.25 0.70 V	0.15
Ivory Guardians	W	U3	1.00	0.70 ▼	0.50 1.30 1.30
Jalum Tome Jeweled Bird	A	U1 U1	2.00	2.00	1.30
Johan	D	U1	4.00	3.50 ▲	2.30
Juxtapose	U	U1	2.90	2.30 ▼	1.30
Keepers of the Faith	W	C3 C1	0.25	0.25	0.15 0.25
Kei Takahashi Land's Edge	R	U1	0.25 4.00	0.25 4.00	3.20
Living Armor	A	C2	0.25	0.25	0.15
Marhault Elsdragon	D	C1	0.25	0.25	0.25
Metamorphosis Mountain Yeti	G	C3	0.25	0.25	0.15
Nebuchadnezzer	D	U3	4.00	4.00	0.15 4.00
Nicol Bolas	D	U1	4.80	4.00	3.80
Obelisk of Undoing	A	U1	2.50	2.50	2.10
Palladia-Mors Petra Sphinx	W	U1 U1	5.00	4.50 ▲ 2.80 ▼	3.20 2.10
Primordial Ooze	R	U3	1.00	0.70 🔻	0.50
Puppet Master	U	U3	1.00	0.70 ▼	0.50
Rabid Wombat Rakalite	G	U3 U1	1.00	0.70 V 1.80 V	0.50 1.10
Recall	Û	U3	1.00	1.00	1.00
Remove Soul	Ü	C3 C3	0.25	0.25	0.15
Repentant Blacksmith	W	C3	0.25	0.25	0.15
Revelation Rubinia Soulsinger	G	U1 U1	2.00 4.00	2.00 4.00	2.00
Runesword	A	C2	0.25	0.25	0.15
Safe Haven	L	U1	2.50	2.30 ▼	2.00
Scavenger Folk Sentinel	G	C3	0.25	0.25	0.15
Serpent Generator	A	U1 U1	2.00	2.00 4.00	1.30 3.20
Shield Wall	W	U3	1.00	0.70 ▼	0.50
Shimian Nightstalker	В	U3	1.00	0.70	0.50
Sivitri Scarzam Sol'Kanar the Swamp King	0	C1 U1	0.25 4.00	0.25	0.25
Stangg	D	U1	2.90	3.50 ¥ 2.30 ¥	1.30
Storm Seeker	G	U3	1.80	1.00	1.00
Takklemaggot Talanart	U	U3	1.00	0.70 ▼	0.50
Teleport The Fallen	U	U1 U3	1.00	2.00 ▼	2.00 0.50
The Wretched	В	U1	4.80	0.70 ▼ 4.00	2.50
Tobias Andrion	n	C1	0.25	0.25	0.25





0.15	II m D	0 1	15 Cards
0.15	Homelands Set	45.75	43.75 ▲ 42.00
3.20 5.00	Homelands Booster Box Homelands Booster Pack	74.00 2.20	43.75 ▲ 42.00 73.25 ▼ 72.25 2.00 2.00
0.50 2.60			
0.60	CARD NAME Abbey Gargoyles	W U3 1.00	0.50 ▼ 0.50
0.15	Abbey Matron #1 & #2	W C2 0.25	0.25 0.15
1.30 2.00	Aether Storm Aliban's Tower #1 & #2	U U3 1.00 R C2 0.25	0.80 0.50 0.25 0.15
2.00	Ambush ,	R C1 0.25	0.25 0.15
0.25 0.15	Ambush Party #1 & #2 An-Havva Constable	R C2 0.25 G U1 1.50	0.25 0.15 1.00 1.00
0.15	An-Havva Inn	G U3 1.00	0.50 ▼ 0.50
0.15 0.50	An-Havva Township An-Zerrin Ruins	L U3 1.00 R U1 2.70 R U1 2.00	0.80 0.50 1.00 v 1.00
1.00	Anaba Ancestor	R U1 2.00	2.00 1.00
1.00 0.25	Anaba Bodyguard #1 & #2 Anaba Shaman #1 & #2	R U1 2.00 R C2 0.25 R C2 0.25	0.25 0.15 0.25 0.15
0.60	Anaba Spirit Crafter	R U1 2.30	2.00 1.00
0.15 0.15	Apocalypse Chime Autumn Willow	A U1 2.00	1.00 ▼ 1.00
0.25	Aysen Abbey	G U1 5.00 L U3 1.00	4.80 ¥ 2.90 0.80 0.50
2.30	Aysen Bureaucrats #1 & #2 Aysen Crusader	L U3 1.00 W C2 0.25 W U1 2.00	0.25 0.15 2.00 1.00
0.15	Aysen Highway	W U1 2.30	2.00 1.00
0.15 0.50	Baki's Curse	U U1 1.50 B U1 7.30	1.00 1.00
0.15	Baron Sengir Beast Walkers	B U1 7.30 W U1 2.00	5.00 ¥ 4.40 1.00 ¥ 1.00
0.15 0.15	Black Carriage	B U1 2.30	2.00 1.00
0.15	Broken Visage Carapace #1 & #2	B U1 1.50 G C2 0.25	1.00 V 1.00 0.25 0.15
3.20 2.00	Castle Sengir	L U3 1.00	0.80 0.50
0.15	Cemetery Gate #1 & #2 Chain Stasis	B C2 0.25 U U1 2.30	0.25 0.15 2.00 1.00
0.50 1.30	Chandler	R C1 0.25 A C1 0.25	0.25 0.15 0.25 0.15
1.30	Clockwork Gnomes Clockwork Steed	A C1 0.25 A C1 0.25	0.25 0.15
2.30	Clockwork Swarm	A C1 0.25 U C1 0.25	0.25 0.15 0.25 0.15 0.25 0.15 0.25 0.15 0.25 0.15
1.30 2.30 1.30 0.15	Coral Reef Dark Maze #1 & #2	A C1 0.25 A C1 0.25 A C1 0.25 A C1 0.25 U C1 0.25 U C2 0.25	0.25 0.15
0.25 3.20	Daughter of Autumn Death Speakers	G U1 2.30 W U3 0.90	2.00 1.00 0.50 0.50
0.15	Didgeridoo	A U1 3.00	3.00 1.80
0.25 0.15	Drudge Spell Dry Spell #1 & #2	B U3 0.90 B C2 0.25	3.00 1.80 0.50 0.50 0.25 0.15
0.15 4.00	Dwarven Pony	R U1 1.50	1.00 ▼ 1.00
3.80	Dwarven Sea Clan Dwarven Trader #1 & #2	R U1 1.50 R C2 0.25	1.00 V 1.00
2.10 3.20	Ebony Rhino	A C1 0.25	0.25 0.15 0.25 0.15
2.10	Eron the Relentless Evaporate	R U3 1.10 R U3 0.90	1.00 0.70 0.50 0.50
0.50 0.50	Faerie Noble	G U1 2.50	2.00 1.00
0.50	Feast of the Unicorn #1 & #2 Feroz's Ban	A III 200	0.25 0.15 2.00 1.00
1.10 1.00	Folk of An-Havva #1 & #2	G C2 0.25	0.25 0.15
0.15	Forget Funeral March	G C2 0.25 U U1 2.30 B C1 0.25	2.00 1.00 0.25 0.15
0.15 2.00	Ghost Hounds	B U3 0.90	0.25 0.18 0.50 0.50 0.25 0.18
2.50 0.15	Giant Albatross #1 & #2 Giant Oyster	U C2 0.25 U U3 1.00	0.80 0.50
2.00	Grandmother Sengir Greater Werewolf	B U1 2.30 B C1 0.25	2.00 ▼ 1.00
0.15	Hazduhr the Abbot	W III 200	1.00 ▼ 1.00
1.30 3.20	Headstone Heart Wolf	B C1 0.25 R U1 1.50	0.25 0.15 1.00 ▼ 1.00 0.25 0.15
0.50	Hungry Mist #1 & #2 Ihsan's Shade	G C2 0.25	0.25 0.18 1.00 0.70
0.50 0.50 0.25	Ihsan's Shade Irini Sengir	B U3 1.00	1.00 0.70 0.80 0.50
3.00 1.30	Ironclaw Curse	R U1 1.50	100 ▼ 100
1.00	Jinx Joven	R U1 1.50 U C1 0.25 R C1 0.25 G C1 0.25	0.25 0.18 0.25 0.18 0.25 0.18
0.50 2.00	Joven's Ferrets	G C1 0.25	0.25 0.15
0.50 2.50	Joven's Tools Koskun Falls	A U3 1.00 B U1 2.00	1.00 0.50 1.00 v 1.00
2.50 0.25	Koskun Keep	L U3 1.00	0.80 0.50
0.25	Labyrinth Minotaur #1 & #2 Leaping Lizard	U C2 0.25 G C1 0.25	0.25 0.15 0.25 0.15
			No.

Leeches Mammoth Harness Marjhan Memory Lapse #1 & #2 Merchant Scroll Mesa Falcon #1 & #2 Mystic Decree Narwhal Orcish Mine Primal Order Prophecy Rashka the Slayer Reef Pirates #1 & #2 Renewal Retribution Reveka, Wizard Savant Root Spider Roots Roterothopter	WGUUUWUURGWWUGRUGGA	U1 U1 U1 C2 C1 C2 U1 U3 U1 C2 C1 U3 C2 U1 U3 U1 U3 U1 U3 U1 U3 U1 U1 U3 U1 U1 U3 U1 U1 U1 U1 U1 U1 U1 U1 U1 U1 U1 U1 U1	3.70 0.25 0.90 0.25 0.25 0.90 2.80 0.90 0.90	1.00 V 1.00 V 2.00 0.25 0.25 0.25 2.80 V 2.00 0.50 0.25 0.50 0.25 0.50 0.25 0.50 0.25 0.50 0.25	1.00 1.00 1.00 0.15 0.15 0.15 1.80 1.00 0.50 2.00 0.15 0.50 0.15 0.50 1.00 0.50 1.00
Serrated Arrows Shrink #1 & #2 Soraya the Falconer Spectral Bears	A G W	C1 C2 U1 U3	0.50 0.25 2.00 0.90	0.25 0.25 2.00 0.80	0.15 0.15 0.15 1.00 0.50
Timmerian Fiends Torture #1 & #2 Trade Caravan #1 & #2 Truce	B B W	U1 C2 C2 U1	1.50 0.25 0.25 2.50	1.00 V 0.25 0.25 2.00 V	1.00 0.15 0.15 1.00
Veldrane of Sengir Wall of Kelp Willow Faerie #1 & #2 Willow Priestess	B U G	U1 U1 C2 U1	2.70 2.00 0.25 2.90	2.50 2.00 0.25 2.80	1.80 1.00 0.15 1.80
Winter Sky Wizards' School Total	R	U1 U3 1	2.30 1.00 38.45	2.00 0.80 110.60	1.00 0.50 73.30





Alliances Set
Alliances Booster Box
Alliances Booster Pack 135.75 135.50 \(\) 135.25 133.00 132.00 \(\) 5.00 \(\) 5.10

Alliances Booster Pack			5.60	5.20 ▲	5.10
	COL	RAR	UPPER	MEDIAN	LOWER
Aesthir Glider #1 & #2	A	C1	0.25	0.25	0.10
Agent of Stromgald #1 & #2	R	C1	0.25	0.25	0.10
Arcane Denial #1 & #2	U	C1	0.25	0.25	0.20
Ashnod's Cylix	A	R2	3.20	3.00	3.00
Astrolabe #1 & #2	A	C1	0.25	0.25	0.10
Awesome Presence #1 & #2	Ü	C1	0.25	0.25	0.15
Balduvian Dead	В	U2	1.00	1.00	0.50
Balduvian Horde	R		10.00	9.50 ▲	6.80
Balduvian Trading Post	L	R2	4.00	4.00	3.90
Balduvian War-Makers #1 &			0.25	0.25	0.10
Benthic Explorers #1 & #2	U	C1	0.25	0.25	0.10
Bestial Fury #1 & #2			20.25	0.25	0.10
Bounty of the Hunt	G	U2	1.00	1.00	
Browse					0.50
Burnout	U	U2 U2	1.00	1.00	0.50
Carrier Pigeons #1 & #2		C1	1.00	0.80 ▼	0.50
	W		0.25	0.25	0.10
Casting of Bones #1 & #2	В	C1	0.25	0.25	0.10
Chaos Harlequin	R	R2	4.00	3.00	3.00
Contagion	В	U2	1.00	1.00	0.90
Deadly Insect #1 & #2	G	U3	1.00	0.70 ▼	0.50
Death Spark	R	U2	1.00	0.80 ▼	0.50
Diminishing Returns	U	R2	5.00	4.90	4.00
Diseased Vermin	В	U2	1.00	0.80 ▼	0.50
Dystopia	В	R2	4.00	4.00	4.00
Elvish Bard	G	U2	1.00	0.80 ▼	0.50
Elvish Ranger #1 & #2	G	C1	0.25	0.25	0.20
Elvish Spirit Guide	G	U2	1.00	1.00	0.90
Energy Arc	D	U2	1.00	1.00	0.50
Enslaved Scout #1 & #2	R	C1	0.25	0.25	0.10
Errand of Duty #1 & #2	W	C1	0.25	0.25	0.10
Exile	W	R2	5.20	5.00	5.00
False Demise #1 & #2	U	U3	1.00	1.00	0.50
Fatal Lore	В	R2	4.00	3.50	2.70
Feast or Famine #1 & #2	В	U3	1.00	1.00	0.50
Fevered Strength #1 & #2			20.25	0.25	0.10
Floodwater Dam	A	R2	3.20	3.00	3.00
Force of Will	U	U2	4.60	3.00 ▼	1.00
Foresight #1 & #2	U	C1	0.25	0.25	0.10
Fyndhorn Druid #1 & #2	G	C1	0.25	0.25	0.15
Gargantuan Gorilla	G	R2	4.00	4.00	3.40
Gift of the Woods #1 & #2	G	C1	0.25	0.25	0.10
Gorilla Berserkers #1 & #2			20.25	0.25	0,10
Gorilla Chieftan #1 & #2	G	C1	0.25	0.25	0.10
Gorilla Shaman #1 & #2	R	U3	1.00	1.00	0.50
Gorilla War Cry #1 & #2			20.25	0.25	0.10
Guerilla Tactics #1 & #2			20.25	0.25	0.10
Gustha's Scepter	A	R2	4.00	3.30	3.00
Hail Storm	G	U2	1.00	0.80 ▼	0.50
Heart of Yavimaya	L	R2	4.00	4.00	3.90
Helm of Obedience	A	R2	9.10	7.80 🛦	4.80
Inheritance	W	U2	1.00	0.80 🔻	0.50
Insidious Bookworms #1 & #		C1	0.25	0.25	0.10
Ivory Gargoyle	W	R2	5.00	4.80	4.00
Juniper Order Advocate	W	U2	1.00	1.00	0.90
Kaysa	G	R2	5.00	4.80 🛦	4.00





Reality Ripple

Regeneration Reign of Chaos Reign of Terror

Reparations

Ritual of Steel

Rocky Tar Pit

Sacred Mesa Sand Golem

Sandstorm

Sea Scrver

Sahertooth Cohra

Sandbar Crocodile

Sapphire Charm

Savage Twister Sawback Manticore

Searing Spear Askari

Seedling Charm Seeds of Innocence

Shadow Guildmage Shadowbane

Shaper Guildmage

Shauku's Minion

Skulking Ghost

Sky Diamond

Soul Echo

Soul Rend

Soulshriek

Spatial Binding

Spitting Earth

Stalking Tiger Stone Rain

Stupor

Spectral Guardian

Spirit of the Night

Subterranean Spirit

Sunweb Superior Numbers

Suq'Ata Firewalker Swamp (A,B,C,D)

Tainted Specter Talruum Minotaur

Teeka's Dragon

Teferi's Curse

Teferi's Drake

Teferi's Imp Teferi's Isle

Telim'Tor's Darts

Telim'Tor's Edict

Teremko Griffin

Tombstone Stairwell Torrent of Lava

Tranguil Domain

Tropical Storm

Uktabi Wildcats

Unerring Sling Unfulfilled Desires

Unyaro Bee Sting

Unseen Walker

Unyaro Griffin Urborg Panther

Vaporous Diinn

Ventifact Bottle

Vigilant Martyr

Vitalizing Cascade

Volcanic Geyser Waiting in the Weeds

Volcanic Dragon

Wall of Corpses

Ward of Lights Warping Wurm Wave Elemental

Wellspring

Wild Elephant

Wildfire Emissary

Withering Boon Worldly Tutor

Yare Zebra Unicorn

Zombie Mob

Zhalfirin Commander Zhalfirin Knight

Zuberi, Golden Feathe Total

Windreaper Falcon

Wall of Resistance

Village Flder

Viashino Warrior

Uktahi Faerie

Telim'Tor

Thirst

Tidal Wave

Taniwha

Shimmer

Sirocco

Sidar Jahari

Serene Heart

Sewer Rats

Reckless Embermage Reflect Damage

Milke	100	E	1	砂	
Total	u		3.30	255.30	208.80
Yavimaya Ancients #1 & #2 Yavimaya Ants	G	C1 (0.25	0.25	0.10 0.70
Wild Aesthir #1 & #2 Winter's Night	W	C1/C20 R2 4	0.25 4.00	0.25 4.00	0.10 3.90
Whip Vine #1 & #2 Whirling Catapult	GA	C1 (R6 3 C1/C2(0.25 3.30	0.25 2.00	0.10 1.40
Viscerid Drone Wandering Mage	UD	R2 4	1.00	1.00 3.30	0.50 3.00
Viscerid Armor #1 & #2	Ü	C1 (0.25	0.25	0.10
Varchild's War-Riders Veteran's Voice #1 & #2	R	R2 5	5.00	4.30 ▼ 0.25	3.90 0.10
Urza's Engine Varchild's Crusader #1 & #2	AR	R6 2	2.30	1.30 0.25	1.00 0.10
Undergrowth #1 & #2 Unlikely Alliance	G W	U2 1	1.00	0.25 0.80 ▼	0.10
Tornado	G	R2 4	1.00	3.00	3.00
Thought Lash Tidal Control	U	R2 4	4.00	3.30 3.00	3.00 3.00
Taste of Paradise #1 & #2 Thawing Glaciers	L	C1/C20 R2 7	7.70	0.25 6.30 ▼	0.10 5.40
Sworn Defender	W	R2 4	4.00	3.90 🛦	3.00
Sustaining Spirit Swamp Mosquito #1 & #2	WB	R2 4	1.00	4.00 0.25	3.90 0.10
Suffocation Surge of Strength	U	U2 1	1.00	0.80 v	0.70 0.90
Stromgald Spy	В	U2 1	1.00	1.00	0.90
Storm Elemental Storm Shaman #1 & #2	U R	U2 1	1.00	0.80 v 0.25	0.50 0.10
Storm Cauldron Storm Crow #1 & #2		C1/C20		4.80 v 0.25	4.00 0.10
Stench of Decay #1 & #2	В	C1 (0.25	0.25	0.10
Spiny Starfish Splintering Wind	U	U2 1 R2 3	1.00	1.00	0.90 3.00
Soldevi Steam Beast #1 & #2 Soldier of Fortune	AR	U2 1	1.00	0.25 1.00	0.10
Soldevi Sentry #1 & #2	A	C1 (0.25	0.25	0.10
Soldevi Heretic #1 & #2 Soldevi Sage #1 & #2	U		0.25	0.25	0.10 0.10
Soldevi Digger Soldevi Excavations	A	R2 4	1.30	4.70 ▼ 4.00	4.00 3.80
Soldevi Adnate #1 & #2	В	C1 (2.10	0.25	0.10
Shield Sphere Sol Grail	A	U2 1 R6 2	2.10	1.00	0.70 1.80
Sheltered Valley	L	R2 4	1.00	3.80 ▲	3.00
School of the Unseen Seasoned Tactician	LW	U2 1	1.00	0.80 V	0.50 0.50
Scarab of the Unseen Scars of the Veteran	A W	U2 1	1.00		0.50 0.50
Royal Herbalist #1 & #2	W	C1 ().25	0.25	0.10
Rogue Skycaptain Royal Decree	R	R2 4	1.00	3.30	3.00
Reprisal #1 & #2 Ritual of the Machine	W B	R2 4	1.00	1.00	0.50 3.80
Reinforcements #1 & #2	W	C1 C	0.25	0.25	0.10
Primitive Justice Pyrokinesis	R	112 1	1.00	1.00 1.00	0.90
Phyrexian War Beast #1 & #2 Pillage	R	U2 1	.90	1.30	0.90
Phyrexian Portal	A		3.20	3.00	3.00 0.10
Phyrexian Boon #1 & #2 Phyrexian Devourer	B	R2 4	1.00	0.25 3.00	0.10 3.00
Phelddagrif	D	R2 4	1.00	3.80 ▼	3.00
Phantasmal Fiend #1 & #2 Phantasmal Sphere	B).25 3.20	0.25 3.00	0.10 3.00
Omen of Fire	R	R2 4	1.00	3.30	3.00
Nature's Wrath Noble Steeds #1 & #2	GW	R2 4	1.00	4.00 0.25	3.40 0.10
Nature's Blessing Nature's Chosen	D G	U2 1	.00	1.00 0.80 ▼	0.50 0.50
Mystic Compass	A	U2 1	.00	1.00	0.50
Mishra's Groundbreaker Misinformation	AB		.00	1.00	0.70
Misfortune	D	R2 4	1.00	4.00	3.40
Lord of Tresserhorn Martyrdom #1 & #2	DW	R2 6	i.20 i.25	5.30 ▼ 0.25	4.00 0.10
Lim-Dul's Vault Lodestone Bauble	DA		.00	1.00 4.00	0.90 3.80
Lim-Dul's Paladin	0	U2 1	.00	1.00	0.90
Library of Lat-Nam Lim-Dul's High Guard #1 & #2	U		.00	4.00 0.25	4.00 0.10
Lat-Nam's Legacy #1 & #2	Ü		1.25	6.50 V 0.25	0.10
Krovikan Plague Lake of the Dead	B	U2 1	.00	0.80 ▼	0.50 5.80
Kjeldoran Pride #1 & #2 Krovikan Horror	W B		1.30	0.25 4.00	0.10 4.00
Kjeldoran Outpost	L	R2 9	3.50	7.50 ▼	5.90
Kjeldoran Escort #1 & #2 Kjeldoran Home Guard	W	C1/C2C U2 1	1.00	0.25 0.80 v	0.10
Keeper of Tresserhorn	В		1.00	4.00	3.40

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Mirage Set	200.00	200.00	200.00		
Booster Box	103.50	102.00 ▼	100.50		
Starter Box	100.00	100.00	100.00		
Starter Deck	11.00	10.00	10.00		
Ponetor Pack	4.20	3 50	3.50		

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CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abyssal Hunter	В	R	4.00	3.50 ▼	3.00
Acidic Dagger	A	R	3.00	3.00	2.90
Afiya Grove	G	R	3.00	3.00	3.00
Afterlife	W	U	1.00	1.00	1.00
Agility	R	C	0.25	0.25	0.20
Alarum	W	C	0.25	0.25	0.20
Aleatory	R	U	1.00	1.00	0.70

Amber Prison
Amulat of Unmaking
Ancestral Memories Armor of Thorns
Armor of Thorns Armorer Guildmage
Ashen Powder
Asmira, Holy Avenger Auspicious Ancestor
Azimaet Drake
Bad River
Barbed Foliage Barbed-Back Wurm
Barreling Attack
Basalt Golem Bay Falcon
Bazaar of Wonders
Benevolent Unicorn
Benthic Djinn Binding Agony
Blighted Shaman
Blind Fury Blinding Light
Blistering Barrier
Bone Harvest
Bone Mask Boomerang
Breathstealer
Brushwagg Builder's Bane
Burning Palm Efreet
Burning Shield Askari
Cadaverous Bloom Cadaverous Knight
Canopy Dragon
Carrion
Catacomb Dragon Celestial Dawn
Cerulean Wyvern
Chaos Charm Chaosphere
Charcoal Diamond
Chariot of the Sun
Choking Sands
Cinder Cloud Circle of Despair
Civic Guildmage
Cloak of Invisibility Consuming Ferocity
Coral Fighters
Crash of Rhinos
Crimson Hellkite Crimson Roc
Crypt Cobra
Crystal Golem
Crystal Golem Crystal Vein Cursed Totem
Cycle of Life
Daring Apprentice
Dark Banishing Dark Ritual
Dazzling Beauty
Decomposition Delirium
Delirium Dirtwater Wraith
Discordant Spirit
Disempower
Disenchant Dissipate
Divine Offering
Divine Retribution Drain Life
Drond Chooter
Dream Cache Dream Fighter
Dream Fighter Dwarven Miner
Dwarven Nomad Early Harvest
Early Harvest
Ebony Charm Ekundu Griffin
Ekundu Cyclops Elixir of Vitality
Elixir of Vitality Emberwilde Caliph
Emberwilde Djinn
Energy Bolt Energy Vortex
Enfeeblement
Enlightened Tutor
Ersatz Gnomes
Ether Well Ethereal Champion
Fallow Earth
Favorable Destiny
Femeref Archers Femeref Healer
Femeref Knight
Femeref Scouts Feral Shadow
Fetid Horror
Fetid Horror Final Fortune
Fire Diamond Firebreathing
Flame Elemental
Flare
Flash Flood Plain
Floodgate
Fog

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3.00	Forsaken Wastes
3.00	Frenetic Efreet
3.00	Giant Mantis
0.20	Gibbering Hyenas
0.20	Goblin Elite Infantry
3.00	Goblin Scouts
3.00	Goblin Soothsayer Goblin Tinkerer
0.20	Granger Guildmage
0.90	Grasslands
1.00	Grave Servitude Gravebane Zombie
3.00	Grim Feast
0.90 0.20	Grinning Totem Hakim, Loreweaver Hall of Gemstone
3.30	Hall of Gemstone
0.20	Hammer of Bogarda
3.00	Harbinger of Night
0.20	Harbor Guardian
1.00	Harmattan Efreet
0.90	Haunting Apparition
1.00	Hazerider Drake
0.20	Healing Salve
0.20	Hivis of the Scale
3.00	Horrible Hordes
0.20	Igneous Golem
0.20	Illicit Auction
3.00	Illumination
0.20	Incinerate
1.00	Infernal Contract
4.50	Iron Tusk Elephant Island (A,B,C,D)
0.20	Ivory Charm
4.00	Jabari's Influence
3.00	Jolrael's Centaur
4.00	Jolt
3.30	Jungle Patrol
0.80	Jungle Troll
0.20	Jungle Wurm
3.00 1.00	Kaervek's Hex Kaervek's Purge Kaervek's Torch
0.70	Kaervek's Torch
0.20	Karoo Meerkat
0.90	Kukemssa Pirates
2.80	Kukemssa Serpent
0.20	Lead Golem
0.20	Leering Gargoyle
0.80	Lightning Reflexes
1.00	Lion's Eye Diamond Locust Swarm
0.20 3.90	Lure of Prev
0.90	Malignant Growth
0.80	Mana Prism
1.00	Mangara's Blessing
1.00	Mangara's Equity
3.50	Mangara's Tome
3.00	Marble Diamond
3.00	Maro
0.20	Meddle
0.20	Melesse Spirit
0.20	Memory Lapse
0.90 0.90	Memory Lapse Merfolk Raiders Merfolk Seer
0.20	Mind Bend
3.00	Mind Harness
0.20 0.20	Mindbender Spores
1.00	Mire Shade Miser's Cage
0.20	Mist Dragon
2.50	Moss Diamond
0.20	Mountain (A,B,C,D)
0.80	Mountain Valley
0.20	Mtenda Griffin Mtenda Herder Mtenda Lion Mystical Tutor
0.20 1.00 0.20	Mtenda Lion
3.00	Mystical Tutor Natural Balance
0.20	Nettletooth Djinn
0.20	Noble Elephant
0.20	Nocturnal Raid
0.80	Null Chamber
2.50	Pacifism
3.00	Painful Memories
3.50	Patagia Golem
3.00	Paupers' Cage
0.20	Pearl Dragon
1.00	Dhyrovian Droadnor
0.70 0.70	Phyrexian Purge Phyrexian Tribute Phyrexian Vault
3.00	Phyrexian Vault
1.00	Plains (A,B,C,D)
0.90	Political Trickery
1.00	Polymorph
0.20	Power Sink
0.20	Preferred Selection Prismatic Boon
0.20	Prismatic Circle
0.20	Prismatic Lace
3.50	Psychic Transfer
1.00	Purgatory
0.20	Purrai of Urborg
0.80	Pyric Salamander
0.20	Quirion Elves
3.00	Radiant Essence
1.00	Raging Spirit
0.70	Rampant Growth
0.20	Rashida Scalebane
0.80	Ravenous Vampire
3.00	Ray of Command
0.15	Razor Pendulum

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G U 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.				1.00	1.00	0.90
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A U 1.00 1.00 3.00 A R 2.00 1.00 1.00 1.00 G U 1.00 1.00 1.00 G R 3.50 3.00 3.00 A U 1.00 1.00 1.00 W U 1.00 1.00 1.00 W U 1.00 1.00 1.00 W U 1.00 1.00 1.00 B S S S S S S S S S S S S S S S S S S			R	3.00	3.00	3.00
D R 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.					0.25	0.20
R C 0.25 0.25 0.25 0.26 d A R 4.00 4.00 3.00 G G N 3.00 3.00 3.00 A U 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0				3.00	3.00	
G U 1.00 1.00 1.00 3.00 G R 3.50 3.00 3.00 J R 4.00 3.00 3.00 J W U 1.00 1.00 0.99 W U 1.00 1.00 0.99 W U 1.00 1.00 1.00 G R 3.00 3.00 A U 1.50 1.00 1.00 U U 1.00 1.00 1.00 U U 0.05 0.25 0.25 U U 0.025 0.25 0.25 U U 0.025 0.25 0.25 U U 1.00 1.00 1.00 S G R 3.00 3.00 S G R 3.00 S G R 3.00 3.00 S G R 3.00 S G G C 2.25 S G		R	C	0.25	0.25	0.20
G R 3.50 3.00 3.00 3.00 D R 4.00 1.00 1.00 1.00 1.00 J W U 1.00 1.00 1.00 1.00 A U 1.00 1.00 1.00 1.00 A R 3.30 3.00 3.00 A U 1.50 1.00 1.00 1.00 G R 5.40 5.00 3.00 U U 1.00 1.00 1.00 1.00 U U 1.00 1.00 1.00 1.00 U U 1.00 1.00 1.00 U U 1.00 1.00 1.00 U C 0.25 0.25 0.25 U C 0.25 0.25 0.25 U U 1.00 1.00 1.00 S G R 3.00 3.00 3.00 U U 1.00 1.00 1.00 S G R 3.00 3.00 3.00 S B U 1.00 1.00 1.00 U R 5.40 5.00 4.00 U R 5.00 0.55 0.25 0.25 U U 1.00 1.00 1.00 1.00 U C 0.25 0.25 0.25 U U 1.00 1.00 1.00 1.00 U C 0.25 0.25 0.25 U U 1.00 1.00 1.00 1.00 U C 0.25 0.25 0.25 U U 1.00 1.00 1.00 1.00 U C 0.25 0.25 0.25 U U 1.00 1.00 1.00 1.00 U C 0.25 0.25 0.25 U U 1.00 1.00 1.00 1.00 U C 0.25 0.25 0.25 U U 1.00 1.00 1.00 3.00 U R 3.00 3.00 3.00 U	d					3.00
No.					3.00	3.00
W U 1.00 1.00 0.99		0	R	4.00	3.00	3.00
W U 1.00 1.00 1.00 1.00					1.00	
A R 3.30 3.00 3.00 A U 1.50 1.00 1.00 G R 5.40 5.00 1.00 U U 1.00 1.00 1.00 U U 1.00 1.00 1.00 U U 0.00 0.25 0.25 0.25 U C 0.25 0.25 0.25 U U 0.00 0.30 B U 0.00 1.00 1.00 S G R 3.00 3.00 3.00 A U 1.00 1.00 1.00 S G R 3.00 3.00 3.00 A U 1.00 1.00 1.00 O L C 0.25 0.25 0.25 U U 1.00 1.00 1.00 O L U 1.00 1.00 1.00 O L U 0.25 0.25 0.25 U U 1.00 1.00 1.00 O L U 0.00 1.00 O L U 0.00 1.00 O L U 0.00 1.00 O 0.00 W U 1.00 1.00 0.00 O	'		U			0.90
G R 5.40 5.00 3.00 U U 1.00 1.00 1.00 W U 1 1.00 1.00 1.00 U C 0.25 0.25 0.25 U C 0.25 0.25 0.25 U C 0.25 0.25 0.25 U D 1.00 1.00 1.00 1.00 S G R 3.00 3.00 3.00 B U 1.00 1.00 1.00 1.00 L C 0.25 0.25 0.25 U U 1.00 1.00 1.00 1.00 A U 1.00 1.00 1.00 1.00 L C 0.25 0.25 0.25 U U 1.00 1.00 1.00 1.00 W C 0.25 0.25 0.25 U U 1.00 1.00 1.00 1.00 W C 0.25 0.25 0.25 U U 1.00 1.00 1.00 1.00 W C 0.25 0.25 0.25 U U 1.00 1.00 1.00 0.88 B U 1.00 1.00 1.00 0.88 W R 3.00 3.00 3.00 W C 0.25 0.25 0.25 U U 1.00 1.00 0.08 W R 3.00 3.00 3.00 W C 0.25 0.25 0.25 U U 1.00 1.00 0.88 W R 3.00 3.00 3.00 W C 0.25 0.25 0.25 U U 1.00 1.00 0.88 W R 3.00 3.00 3.00 W C 0.25 0.25 0.25 U U 1.00 1.00 0.88 W R 3.00 3.00 3.00 W R 5.00 3.00 3.00 W R 3.00 3.00 3.00 W R 5.00 3.00 3.00 B R 3.00 3.00 3.00 U R 4.00 3.00 3.00 U R 4.00 3.00 3.00 U R 5.00 3.00 3.00 U R 7.00 6.00 4.00 U C 0.25 0.25 0.25 U R 3.50 3.00 3.00					3.00	3.00
W U 1.00 1.00 1.00 1.00 1.00 U C 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.26 U C 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25					5.00	
W U 1.00 1.00 1.00 1.00 1.00 U C 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.26 U C 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25				1.00	1.00	1.00
U C 0.25 0.25 0.25 U U 1.00 1.00 1.00 S G R 3.00 3.00 3.00 B U 1.00 1.00 1.00 A R 5.40 5.00 4.00 A U 1.00 1.00 1.00 1.00 C 0.25 0.25 0.25 U U 1.00 1.00 1.00 0.80 A U 1.00 1.00 1.00 0.90 W U 0.25 0.25 0.25 0.25 G C 0.25 0.25 0.25 G C 0.25 0.25 0.25 U U 1.00 1.00 1.00 0.80 W C 0.25 0.25 0.25 B U 1.00 1.00 1.00 0.80 W R 3.50 3.00 3.00 W C 0.25 0.25 0.25 U U 1.00 1.00 0.30 W R 3.50 3.00 3.00 U R 4.00 3.00 3.00 A U 1.00 1.00 1.00 0.80 A U 1.00 1.00 1.00 0.80 A U 1.00 1.00 0.30 A U 1.00 1.00 0.30 B R 3.00 3.00 3.00 U R 4.00 3.00 3.00 U R 4.00 3.00 3.00 D R 3.00 3.00 3.00 U R 4.00 3.00 3.00 D R 3.00 3.00 3.00 B R 3.00 3.00 3.00 U R 4.00 3.00 3.00 D R 3.00 3.00 3.00 B R 3.00 3.00 3.00 D R 3.50 3.				1.00	1.00	1.00
U C 0.25 0.25 0.25 U U 1.00 1.00 1.00 S G R 3.00 3.00 3.00 B U 1.00 1.00 1.00 A R 5.40 5.00 4.00 A U 1.00 1.00 1.00 1.00 C 0.25 0.25 0.25 U U 1.00 1.00 1.00 0.80 A U 1.00 1.00 1.00 0.90 W U 0.25 0.25 0.25 0.25 G C 0.25 0.25 0.25 G C 0.25 0.25 0.25 U U 1.00 1.00 1.00 0.80 W C 0.25 0.25 0.25 B U 1.00 1.00 1.00 0.80 W R 3.50 3.00 3.00 W C 0.25 0.25 0.25 U U 1.00 1.00 0.30 W R 3.50 3.00 3.00 U R 4.00 3.00 3.00 A U 1.00 1.00 1.00 0.80 A U 1.00 1.00 1.00 0.80 A U 1.00 1.00 0.30 A U 1.00 1.00 0.30 B R 3.00 3.00 3.00 U R 4.00 3.00 3.00 U R 4.00 3.00 3.00 D R 3.00 3.00 3.00 U R 4.00 3.00 3.00 D R 3.00 3.00 3.00 B R 3.00 3.00 3.00 U R 4.00 3.00 3.00 D R 3.00 3.00 3.00 B R 3.00 3.00 3.00 D R 3.50 3.			C	0.25	0.25	0.20
U U 1.00 1.00 3.00 3.00 8 U 1.00 1.00 3.00 3.00 8 R 5.40 5.00 4.00 A U 1.00 1.00 1.00 9.80 A U 1.00 1.00 1.00 9.80 B U 1.00 1.00 1.00 9.80 U R 5.40 5.00 5.00 4.00 U U 1.00 1.00 1.00 9.90 U U 1.00 9		U	C	0.25	0.25	0.20
B U 1.00 1.00 3.00 3.00 3.00 3.00 3.00 3.00					1.00	
B U 1.00 1.00 0.30 A R 3.50 3.00 3.00 U R 5.40 5.00 4.00 A U 1.00 1.00 0.30 W U 1.00 1.00 0.30 W U 1.00 1.00 0.30 W U 1.00 1.00 1.00 G C 0.25 0.25 0.25 G C 0.25 0.25 0.25 U U 1.80 1.00 1.00 G R 4.50 3.00 3.00 W C 0.25 0.25 0.25 G U 1.00 1.00 1.00 W C 0.25 0.25 0.25 U 0 1.80 1.00 1.00 G R 4.50 3.00 3.00 W C 0.25 0.25 0.25 B U 1.00 1.00 0.30 W C 0.25 0.25 0.25 U 0 1.00 1.00 0.30 W C 0.25 0.25 0.25 U 0 1.00 1.00 0.30 W C 0.25 0.25 0.25 U 0 1.00 1.00 0.30 U 1.00 1.00 0.30 U 0 0.3	S				3.00	3.00
N					1.00	0.80
A U 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.						
L U 1.00 1.00 0.93				1.00	1.00	1.00
W U 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.)					
W C 0.25 0.25 0.25 0.25 0.26 G C 0.25 0.25 0.27 U U 1.80 1.00 1.00 1.00 G R 4.00 1.00 1.00 0.30 W C 0.25 0.25 0.25 0.20 0.20 0.20 0.20 0.20						
U U 1.80 1.00 1.00 1.00 1.00 1.00 1.00 1.00		W	C	0.25	0.25	0.20
G R 4.50 3.00 V 3.00 V 3.00 G U 1.00 1.00 1.00 1.00				0.25	0.25	
W C 0.25 0.25 0.25 0.25 0.26 W R 3.50 3.00 3.00 3.00 W C 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.26 0.26 0.27 0.27 0.27 0.27 0.27 0.27 0.27 0.27						3.00
B U 1.00 1.00 0.88 W R 3.50 3.00 3.00 W C 0.25 0.25 0.25 B U 1.00 1.00 0.88 A U 1.00 1.00 0.88 A R 3.80 3.00 3.00 W R 5.10 5.00 3.50 Ught A R 7.00 6.00 4 4.56 B R 3.00 3.00 3.00 A U 1.00 1.00 1.00 1.00 L C 0.25 0.25 0.25 U R 4.00 3.00 3.00 U R 5.00 3.00 3.00 U R 5.00 3.00 3.00 U R 6.00 3.00 3.00 U R 7.00 3.00 3.00 U R 7.00 3.00 3.00 U R 8.00 3.00 3.00 U R 8.00 3.00 3.00 U R 7.00 3.00 3.00 U R 7.00 3.00 3.00 U R 8.00 3.00 3.00 U R 8.00 3.00 3.00 U R 3.50 3.00 3.00						1.00
W R 3.50 3.00 3.00 3.00 3.00 3.00 3.00 3.00				1.00	1.00	0.80
B U 1.00 1.00 0.88 A U 1.00 1.00 0.88 A B 3.80 3.00 3.00 Ught A R 7.00 6.00 A 4.56 B R 3.00 3.00 3.00 B R 3.00 3.00 3.00 L C 0.25 0.25 0.25 U R 4.00 3.00 3.00 U R 4.00 3.00 3.00 U R 4.00 3.00 3.00 U R 7.00 6.00 A 3.00 U R 7.00 6.00 A 3.00 U R 7.00 6.00 A 3.00 U R 7.00 1.00 1.00 1.00 U R 7.00 3.00 3.00 3.00 3.00 3.00 U R 7.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00		W	R	3.50	3.00	3.00
A U 1.00 1.00 3.00 3.00 4.00 1.00 1.00 1.00 1.00 1.00 1.00 1			U	1.00	1.00	
A R 3.80 3.00 3.00 3.00 4.50 4.50 4.50 4.50 4.50 4.50 4.50 4		A	U	1.00	1.00	0.80
ught		A		3.80	3.00	3.00
D R 3.80 3.00 3.00 3.00 3.00 B R 3.00 3.00 3.00 3.00 A U 1.00 1.00 1.00 1.00 1.00 U R 4.00 3.00 3.00 3.00 U R 4.00 3.00 3.00 3.00 U R 4.00 3.00 3.00 3.00 U C 0.25 0.25 0.25 0.25 U C 0.25 0.25 0.25 0.25 U R 3.50 3.00 3.00 3.00 U R 3.50 3.00 3.00 3.00 U R 3.50 3.00 3.00 3.00 B R 4.00 3.00 3.00 3.00 B R 4.00 3.00 3.00 C 0.25 0.25 0.25 0.25 U R 3.50 3.00 3.00 3.00 C 0.25 0.25 0.25 0.25 U R 3.50 3.00 3.00 3.00 C 0.25 0.25 0.25 0.25 U U R 3.50 3.00 3.00 C 0.25 0.25 0.25 0.25 U R 3.50 3.00 3.00 C 0.25 0.25 0.25 0.25 U R 3.50 3.00 3.00 C 0.25 0.25 0.25 0.25 U R 3.00 3.00 0 0.77 C 0.25 0.25 0.25 0.25 U R 0.00 1.00 0.07 C 0.00 0.00 0.00 0.00 0.00 0.00 0 0.	uaht			7.00		4.50
A U 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.	-9	D	R	3.80		3.00
L C 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25						3.00
U R 4.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00						0.15
U C 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25		U	R	4.00	3.00	3.00
G R 4,00 3,80 v 3,00 v			R		4.00 0.25	0.20
D U 1.00 1.00 3.00 3.00 3.00 3.00 3.00 3.00			R	4.00	3.80 ▼	3.00
U R 3.50 3.00 3.00 3.00 U R 3.50 3.00 3.00 3.00 3.00 3.00 3.00 3.00		D	U	1 00	1.00	0.70
D R 3.00 3.00 3.00 D R 3.00 3.00 3.00 B R 4.00 3.00 3.00 G C 0.25 0.25 0.25 D U 1.00 1.00 0.77 R C 0.25 0.25 0.25 G C 0.25 0.25 0.25 G C 0.25 0.25 0.25 G C 0.25 0.25 0.25 U W R 4.00 3.50 3.00 U C 0.25 0.25 0.25 U U C 0.25 0.25 0.20				3.50	3.00	
B R 4,00 3,00 3,00 R C 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25			R	3.50	3.00	3.00
R C 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25				3.00	3.00	3.00
G C 0.25 0.25 0.25 0.21 D U 1.00 1.00 0.70 R C 0.25 0.25 0.25 0.21 G C 0.25 0.25 0.21 W R 4.00 3.50 3.00 U C 0.25 0.25 0.20					0.25	0.20
R C 0.25 0.25 0.21 G C 0.25 0.25 0.21 W R 4.00 3.50 ▼ 3.0 B U 1.00 1.00 1.00 U C 0.25 0.25 0.21		G	C	0.25	0.25	0.20
G C 0.25 0.25 0.21 W R 4.00 3.50 ▼ 3.01 B U 1.00 1.00 1.00 U C 0.25 0.25 0.21					1.00	0.70
W R 4.00 3.50 ▼ 3.00 B U 1.00 1.00 1.00 U C 0.25 0.25 0.21					0.25	0.20
U C 0.25 0.25 0.26		W	R	4.00	3.50 ▼	3.00
					1.00	1.00
						3.00

er	B W	U R	1.00 4.50 594.10	1.00 4.00 534.65	0.70 3.00 472.15
	R R G B W G W D U D G R D B G W D W W R	RURCCCCRURCUUUURUUCR	6.30 1.00 3.50 0.25 0.25 0.25 3.50 0.25 1.00 3.50 0.25 1.00 1.00 1.00 1.00 1.00 0.25 5.00	5.00 1.00 3.00 0.25 0.25 0.25 3.00 1.00 3.00 1.00 1.00 1.00 1.00 1.00	4.90 1.00 3.00 0.20 0.20 0.20 3.00 0.70 3.00 0.20 1.00 0.90 0.80 1.00 3.00 1.00 0.80 0.20 3.00
	D G G W B U A R W G D	RUUUGURGUGU	4.00 1.00 1.00 0.25 1.00 3.80 0.25 1.00 0.25 1.00	3.00 1.00 1.00 1.00 0.25 1.00 3.00 0.25 1.00 0.25 1.00	3.00 1.00 1.00 1.00 0.20 1.00 3.00 0.20 1.00 0.20 1.00
	W U U B R G G G A	CCURRCUCRU	3.50 0.25 0.25 1.00 4.00 3.00 0.25 1.00 0.25 4.50	3.00 0.25 0.25 1.00 3.50 ▼ 3.00 0.25 1.00 0.25 3.00 ▼	0.20 0.20 0.70 3.00 3.00 0.20 0.90 0.20 3.00 0.90
	R U A U U U L R A R	CRRCCRRRUR	0.25 5.00 6.30 0.25 0.25 3.00 3.00 3.50	0.25 4.00 5.00 0.25 0.25 3.00 3.00 3.00	0.20 3.00 3.40 0.20 0.20 3.00 3.00 3.00 0.80 3.00
	B R G R B R W G U L B	RCCCURRUUCR	6.80 0.25 0.25 0.25 1.00 4.00 3.50 1.00 0.25 3.00	6.00 A 0.25 0.25 1.00 3.50 ▼ 3.00 1.00 0.25 A 3.00	5.30 0.20 0.20 1.00 3.00 3.00 0.80 0.80 0.15 3.00
	W R B A U W B B D W	RUCUCRUCUR	4.00 1.00 0.25 1.70 0.25 4.00 1.00 0.25 1.00 3.50	3.30 A 1.00 0.25 1.00 0.25 3.00 1.00 0.25 1.00 3.00	3.00 1.00 0.20 1.00 0.20 3.00 0.90 0.20 1.00 3.00
	RGGGBBWBUBDU	CCRCCCURCRUR	0.25 0.25 3.00 0.25 0.25 1.00 4.00 0.25 4.00 1.00 4.00	0.25 0.25 3.00 0.25 0.25 0.25 1.00 4.00 0.25 3.50 V 1.00 3.00	0.20 0.20 3.00 0.20 0.20 0.20 0.90 3.50 0.20 3.00 0.70 3.00
	LGGWAUGUDDUD	UUCRUCCCURCU	1.00 1.00 0.25 6.30 1.00 0.25 0.25 0.25 1.00 3.50 0.25 1.00	1.00 1.00 0.25 5.00 1.00 0.25 0.25 0.25 1.00 3.00 0.25 1.00 0.25	0.90 0.90 0.20 3.50 0.80 0.20 0.20 1.00 3.00 0.20 0.20
	U R D G R B D B W D	CRRCUURCCR	0.25 4.00 4.50 0.25 1.00 1.00 4.00 0.25 0.25 4.00	0.25 3.00 4.00 0.25 1.00 1.00 3.50 V 0.25 0.25 3.50 V	0.20 3.00 3.00 0.20 0.90 0.70 3.00 0.20 0.20 3.00









Visions Set	145.00	145.00
Visions Booster Box	100.00	100.00
Visions Booster Pk	5.00	4.00

					San San San
Visions Set		1	45.00	145.00	145.00
Visions Booster Box			00.00	100.00	100.00
Visions Booster Pk			5.00	4.00▼	4.00
VISIOIIS DOUSIEI FK			5.00	4.00	4.00
CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aku Diinn	В	R	4.00		
			4.00	4.00	3.00
Anvil of Bogardan	A	R	5.00 7.10	4.50	3.80
Archangel		R	7.10	5.50▼	4.80
Army Ants	U	U	1.00	1.00	0.90
Betrayal	U	C	0.25	0.20	0.10
Blanket of Night	В	U	1.00	1.00	0.90
Bogardan Phoenix	R	R	4.00	3.50 ▲	3.00
Brass-Talon Chimera	A	U	1.00	0.70	0.50
Breathstealer's Crypt	D	R	4.00	3.40	3.00
Breezekeeper	U	C	0.25	3.40 V 0.20	0.10
Brood of Cockroaches	В	U	1.00	0.90	0.50 0.10
Bull Elephant	G	C	0.25	0.20	0.10
Chronatog	U	Ř	4.00	3.50▼	3.00
- City of Solitude	G	R	7.30	5.50 v	3.80
Cloud Elemental	ŭ	C	0.25	0.20	0.10
Coercion	В	Č	0.25	0.20	0.10
Coral Atoll	L	Ü	1.00	0.80	0.50
	D				
Corrosion Creening Mold		R	3.00	3.00	3.00
Creeping Mold	G	U	1.50 0.25	1.00	0.90
Crypt Rats	В	C	0.25	0.20	0.10
Daraja Griffin	W	U	1.00	1.00	0.50 0.10
Dark Privilege	В	C	0.25	0.20	0.10
Death Watch	В	C	0.25	0.20	0.10
Desertion	U	R.	5.30	4.40▼	3.00
Desolation	В	U	1.00	1.00	0.90
Diamond Kaleidoscope	A	R	4.00	3.50 ▲	3.00
Dormant Volcano	L	U	1.00	0.80	0.50
Dragon Mask Dream Tides	A	U	1.00	1.00	0.90
Dream Tides	U	U	1.00	1.00	0.70
Dwarven Vigilantes	R	C	0.25	0.20	0.10
Elephant Grass	G	Ū	1.00	0.80	0.50
Elkin Liar	R	R	3.00	3.00	2.90
Elven Cache	G		0.25	0.20	0.10
Emerald Charm	G	C	0.25	0.20	0.10
Equipoise	W	R	4.00	3.80	3.00
Everglades	L	Ü	1.00	0.80	0.50
	W	R		2.00	3.00
Eye of Singularity Fallen Askari	В	n	4.00	3.00	0.00
	D	C	0.25	0.20 3.30 0.20	0.10
Femeref Enchantress		R	4.00	3.30	3.00
Feral Instinct	G	C	0.25	0.20	0.10
Fireblast	R	C	0.25	0.25	0.15
Firestorm Hellkite	D	R	6.40	5.50 V 3.50	4.10
Flooded Shoreline	U	R	4.30		3.00
Forbidden Ritual	В	R	3.40	3.00	3.00
Foreshadow	U	U	1.00	1.00	0.70
Freewind Falcon	W	C	0.25 0.25	0.20	0.10
Funeral Charm	В	C	0.25	0.20	0.10
Giant Caterpillar	G	C	0.25	0.20	0.10
Goblin Recruiter	R	U	1.00	1.00	0.90
Goblin Swine-Rider	R	C	0.25	0.20	0.10
Gossamer Chains	W	C	0.25	0.20	0.10
Griffin Canyon	1	R	3.30	3.00	3.00
Guiding Spirit	D	R	3.30	3.00	3.00
Hearth Charm	R	C	0.25	0.20	0.10
Heat Wave	R	Ŭ	1.00	1.00	0.70
Helm of Awakening	A	Ü	1.00	1.00	0.90
Honorable Passage	W	Ü	1.00	1.00	0.90
Hope Charm	W	C	0.25	0.20	0.10
Hulking Ovelene	R	U	1.00	1.00	0.10
Hulking Cyclops	Ü		0.00	1.00	0.50 0.10
Impulse	W	C	0.25	0.25	0.10
Infantry Veteran Infernal Harvest		0	0.25	0.20	0.10
Ineniration	В	C	0.25	0.20	0.10
Inspiration	U	C	0.25	0.20	0.10
Iron-Heart Chimera	A	U	1.00	1.00	0.90
Jamuraan Lion	W	C	0.25	0.20	0.10 0.50
Juju Bubble	A	U	1.00	1.00	0.50
Jungle Basin	L	U	1.00	0.90	0.50
Kaervek's Spite	В	R	4.00	3.00	3.00
Karoo	L	U	1.00	0.90	0.50
Katabatic Winds	G	R	3.00	3.00	3.00
Keeper of Kookus	R		0.25	0.20	0.10
King Cheetah	G	C	0.25	0.20	0.10
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Knight of the Mists Knight of Valor	W	C	0.25	0.20	0.10 0.10
Kookus	R	R	4.00	4.00	3.00
Kyscu Drake	G	U	1.00	1.00	0.70
Lead-Belly Chimera	A	U	1.00	1.00	0.50
Lichenthrope Lightning Cloud	R	R R	3.00 4.00	3.00	2.80 3.00
Longbow Archer	W	Ü	1.10	1.00	0.90
Magma Mine	A	Ř	3.60	3.00	2.50
Man-o'-War	U	C	0.25	0.20	0.10
Matopi Golem	W	U	1.00	0.70	0.50
Miraculous Recovery Mob Mentality	R	U	1.00	0.90	0.50
Mortal Wound	G	C	0.25	0.20	0.90 0.10
Mundungu	D	U	1.00	1.00	0.90
Mystic Veil	U	C	0.25	0.20	0.10
Natural Order	G	R	5.00	4.60	
Necromancy Necrosavant	В	U R	1.00 5.00	1.00	0.90 3.00
Nekrataal	В	Ü	1.00	1.00	0.50
Ogre Enforcer	R	R	4.00	3.00	3.00
Ovinomancer	Ü	U	1.00	1.00	0.70
Panther Warriors Parapet	G	C	0.25	0.20	0.10
Peace Talks	W	Ü	1.00	1.00	0.10 0.70
Phyrexian Marauder	A	R	4.00	3.50▲	3.00
Phyrexian Walker	A	C	0.25	0.20	0.10
Pillar Tombs of Aku	В	R	4.60	3.50▼	3.00
Prosperity Pygmy Hippo	U	U R	1.30	1.00	0.90
Python	В	C	4.00 0.25	3.30 A 0.20	3.00 0.10
Quicksand	L	Ŭ	1.10	1.00	0.90
Quirion Druid	G	R	4.00	4.00	3.00
Quirion Ranger	G	C	0.25	0.25	0.10
Raging Gorilla Rainbow Efreet	R	CR	0.25 4.30	0.20	0.10 3.00
Relentless Assault	R	R	8.00	4.00 6.50♥	4.50
Relic Ward	W	Ü	1.00	1.00	0.50
Remedy	W	C	0.25	0.20	0.10
Resistance Fighter	W	C	0.25	0.20	0.10
Retribution of the Meek Righteous Aura	W	R C	4.00	3.80	3.00
Righteous War	D	R	0.25 4.00	0.20 4.00	0.10 3.40
River Boa	G	C	0.60	0.25	0.20
Rock Slide	R	C	0.25	0.20	0.10
Rowen	G	R	3.30	3.00	3.00
Sands of Time Scalebane's Elite	A	R	4.00	3.00	3.00
Shimmering Efreet	U	U	1.00	1.00	0.70 0.70
Shrieking Drake	Ü	Č	0.25	0.20	0.10
Simoon	D	U	1.00	1.00	0.90
Sisay's Ring	A	C	0.25	0.20	0.10
Snake Basket Solfatara	A	R	5.60	5.00	3.80
Song of Blood	R	C	0.25	0.20	0.10 0.10
Spider Climb	G	Č	0.25	0.20	0.10
Spitting Drake	R	U	1.00	1.00	0.90
Squandered Resources	D	R	5.00	4.50▲	3.60
Stampeding Wildebeests	G	U	1.00	1.00	0.90
Suleiman's Legacy Summer Bloom	G	R	4.00 1.60	3.00	3.00 0.90
Sun Clasp	W	C	0.25	1.00 0.20	0.10
Suq'Ata Assassin	В	Ū	1.00	1.00	0.90
Suq'Ata Lancer	R	C	0.25	0.20	0.10
Talruum Champion	R	C	0.25	0.20	0.10
Talruum Piper Tar Pit Warrior	В	C	1.00	1.00 0.20	0.70 0.10
Teferi's Honor Guard	W	Ŭ	1.00	0.90	0.50
Teferi's Puzzle Box	A	R	4.00	4.00	3.80
Teferi's Realm	U	R	4.00	3.00	3.00
Tempest Drake Three Wishes	U	U R	1.00	1.00	0.90
Time and Tide	Ŭ	Ü	1.00	3.00 0.90	3.00 0.50
Tin-Wing Chimera	A	Ŭ	1.00	0.90	0.50
Tithe	W	R	5.30	4.50♥	3.00
Tremor	R	C	0.25	0.20	0.10
Triangle of War Uktabi Orangutan	A	R U	3.00	3.00 1.00	3.00
Undiscovered Paradise	L	R	6.50	5.50	0.90 5.00
Undo	Ü	C	0.25	0.20	0.10
Urborg Mindsucker	В	C	0.25	0.20	0.10
Vampiric Tutor	В		10.00	8.00	6.90
Vampirism Vanishing	B	C	1.00	0.90	0.50 0.10
Viashino Sandstalker	R	Ü	1.10	1.00	0.10
Viashiyan Dragon	0	Ř	7.60	6.50▲	4.50
Vision Charm	U	C	0.25	6.50 A 0.20	0.10
Wake of Vultures	В	C	0.25	0.20	0.10
Wand of Denial Warrior's Honor	A	R	4.00 0.25	3.90 0.20	3.00 0.10
Warthog	G	C	0.25	0.20	0.10
Waterspout Djinn	U	U	1.00	1.00	0.70
Wicked Reward	В	С	0.25	0.20	0.10
Wind Shear Zhalfirin Crusader	G W	U R	1.00 5.00	1.00	0.50
Total	44		02.15	4.00 v 263.40	3.00 213.75
Million or it is a					2000000
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Weatherlight



ARD NAME	COL RAR UPPER	MEDIAN	LOWER
Veatherlight Booster	3.90	3.40	3.30
Veatherlight Booster Box	100.00	100.00▲	90.00
Veatherlight Set	130.00	130.00▲	130.00
	- 000		HENDRICH CHENTRAL

		0.50	0.40	3.30	
COL	RAR	UPPER	MEDIAN	LOWER	
U	U	1.00	1.00	0.50	
W	R	7.30	7.00	5.00	
U	C	0.25	0.10	0.10	
	W	U U W R	COL RAR UPPER U U 1.00 W R 7.30	COL RAR UPPER MEDIAN U U 1.00 1.00 W R 7.30 7.00	COL RAR UPPER MEDIAN LOWER U U 1.00 1.00 0.50 W R 7.30 7.00 5.00

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Aboroth	G	R	5.00	3.80	3.00
Abyssal Gatekeeper	B	C	0.25	0.10	0.10
AEther Flash Agonizing Memories	В	U	1.00	1.00 0.50▼	0.80
Alabaster Dragon	W	R	5.00	5.00	0.50 4.00
Alms	W	C	0.25	0.10▼	0.10
Ancestral Knowledge	U	Ř	4.00	3.00	3.00
Angelic Renewal	W	C	0.25	0.10▼	0.10
Apathy	U	Č	0.25	0.10	0.10
Arctic Wolves	G	U	0.80	0.50▼	0.50
Ardent Militia	W	C	0.25	0.10♥	0.10
Argivian Find	W	U	1.00	0.50▼	0.50
Argivian Restoration	U	U	0.80	0.50▼	0.50
Aura of Silence	W	U	1.00	1.00	0.50
Avizoa	U	R	3.50	3.00	3.00
Bösium Strip	A	R	4.50	3.50▼	3.00
Barishi	G	U	1.00	0.50♥	0.50
Barrow Ghoul	В	C	0.25	0.10▼	0.10
Benalish Infantry	W	C	0.25	0.10▼	0.10
Benalish Knight	W	C	0.25	0.10▼	0.10
Benalish Missionary	W	C	0.25	0.10♥	0.10
Betrothed of Fire	R	C	0.25	0.10▼	0.10
Bloodrock Cyclops	R	C	0.25	0.10▼	0.10
Blossoming Wreath	G	C	0.25	0.10	0.10
Bogardan Firefiend	R	C	0.25	0.10	0.10
Boiling Blood	R	C	0.25	0.10	0.10
Bone Dancer Briar Shield	B	R	4.00	3.00	3.00
Bubble Matrix	A	C R	0.25	0.10	0.10
Buried Alive	B		5.00	3.50	3.00
Call of the Wild	G	U R	4.00	0.50	0.50
Chimeric Sphere	A	U	0.80	3.00▼ 0.50▼	3.00 0.50
Choking Vines	G	Č	0.25	0.10	0.10
Cinder Giant	Ř	Ü	0.80	0.50	0.50
Cinder Wall	R	C	0.25	0.10	0.10
Circling Vultures	В	Ü	0.80	0.50	0.50
Cloud Djinn	ŭ	Ü	0.90	0.50	0.50
Coils of the Medusa	В	Č	0.25	0.50 v 0.10 v	0.10
Cone of Flame	Ř	Ŭ	1.00	1.00	0.80
Debt of Loyalty	W	R	4.00	4.00	3.00
Dense Foliage	G	R	5.00	4.00▼	3.00
Desperate Gambit	R	Ü	0.90	0.80	0.50
Dingus Staff	A	Ü	1.00	0.50▼	0.50
Disrupt	U	C	0.25	0.15	0.10
Doomsday	В	Ř	4.80	4.00	3.50
Downdraft	G	U	0.80	0.50▼	0.50
Duskrider Falcon	W	. C	0.25	0.10	0.10
Dwarven Berserker	R	C	0.25	0.10	0.10
Dwarven Thaumaturgist	R	R	3.80	3.00	3.00
Empyrial Armor	W	C	0.40	0.25	0.20
Ertai's Familiar	U	R	3.00	3.00	3.00
Fallow Wurm	G	Ü	1.00	1.00	0.50
Familiar Ground	G	Ū	1.00	1.00	0.80
Fatal Blow	В	C	0.25	0.10♥	0.10
Fervor	R	R	4.50	4.00♥	3.50
Festering Evil	В	U	0.80	0.50▼	0.50
Fire Whip	R	C	0.25	0.10	0.10
Firestorm	R	R	7.00	5.00▼	3.50
Fit of Rage	R	C	0.25	0.10	0.10
Fledgling Djinn	В	C	0.25	0.10	0.10
Flux	U	C	0.25	0.10	0.10 0.10
Fog Elemental	U	C	0.25	0.10	0.10
Foriysian Brigade	W	U	0.80	0.50▼	0.50
- Fungus Elemental	G	R	3.00	3.00	3.00
Gaea's Blessing	G	U	1.80	1.00	0.80
Gallowbraid	В	R	4.00	4.00	3.00
Gemstone Mine	L	U	2.00	2.00	0.80
Gerrard's Wisdom	W	U	1.10	1.00	0.80
Goblin Bomb	R	R	5.00	3.00▼	3.00
Goblin Grenadiers Goblin Vandal	R	C	0.90	0.50	0.50
Guided Strike	W				0.10
Harvest Wurm		C	0.25	0.10	0.10
Haunting Misery	G	C	0.25	0.10 V	0.10
Heart of Bogardan	R	R	4.50		3.00
Heat Stroke	R	R	4.00	3.00 v 3.80	3.00
Heavy Ballista	W	C	0.25	0.10	
Hidden Horror	В	U	1.00	1.00	0.10
Hurloon Shaman	R	Ü	0.80	0.50	0.50
Infernal Tribute	В	R	3.90	3.00	3.00
Inner Sanctum	W	R	4.00	3.50	3.00
Jabari's Banner	A	U	0.80	0.50▼	0.50
Jangling Automaton	A	C	0.25	0.10	0.10
Kithkin Armor	W	C	0.25	0.10	0.10
Lava Hounds	R	U	0.80	0.50▼	0.50
Lava Storm	R	C	0.25	0.15	0.10
Liege of the Hollows	G	R	3.00	3.00	3.00
Llanowar Behemoth	G	U	1.00	0.80₹	0.50
Llanowar Druid	G	C	0.25	0.10▼	0.10
Llanowar Sentinel	G	C	0.25	0.10	0.10
Lotus Vale	L	R	8.00	6.00	5.30
Mana Chains	U	С	0.25	0.10▼	0.10
Mana Web	A	R	4.50	4.00	3.00
Manta Ray	U	C	0.25	0.10	0.10
Maraxus of Keld	R	R	5.00	4.00	3.50
Master of Arms	W	U	0.80	0.50	0.50
Merfolk Traders	U	C	0.25	0.10	0.10
Mind Stone Mischievous Poltergoist	A	C	0.25	0.10	0.10
Mischievous Poltergeist	B	U	1.00	1.00	0.50
Mistmoon Griffin Morinfen	B	U	1.00	0.50	0.50
Mwonvuli Ooze	G	R	4.00	4.00	3.50
Nature's Kiss	G	R C	3.00	3.00 0.10	3.00
Nature's Resurgence	G	R	0.25 3.80	3.00	0.10 3.00
Necratog	В	U	1.00	0.50▼	0.50
Noble Benefactor	Ü	Ü	0.90	0.80	0.50
Null Rod	A	R	4.50	4.00	3.00
Odylic Wraith	В	Ü	1.00	0.50	0.50
Ophidian	U	C	0.25	0.25	0.10
Orcish Settlers	R	Ū	1.00	1.00	0.60

<u></u>			7	6	
Total			85.25	231.90	196.60
Zombie Scavengers	B	C	0.25	0.10	0.10
Xanthic Statue	A	R	5.00	5.00	3.00
Winding Canyons	î	R	4.50	3.50▼	3.00
Well of Knowledge	A	R	3.80	3.00	3.00
Wave of Terror	В	R	3.00	3.00	3.00
Volunteer Reserves	W	U	0.90	0.60	0.50
Vodalian Illusionist	U	Ü	0.25	0.15	0.10
Veteran Explorer Vitalize	G	C	0.80	0.50 v 0.15	0.50
Urborg Stalker	B	R	3.30	3.00	3.00
Urborg Justice	В	R	3.50	3.00	3.00
Uktabi Efreet	G	C	0.25	0.10	0.10
Tranquil Grove	G	R	4.50	4.00	3.30
Touchstone	A	U	1.00	1.00	0.50
Tolarian Serpent	U	R	4.00		3.00
Tolarian Entrancer	U	R	4.00	3.80	3.00
Tolarian Drake	U	C	0.25	0.10▼	0.10
Timid Drake	U	U	0.90	0.60	0.50
Thundermare	R	R	6.50	6.00	4.30
Thunderbolt	R	C	0.25	0.15	0.10
Thran Tome	A	Ř	3.30	3.00	3.00
Thran Forge	A	Ŭ	0.80	0.50	0.50
Tendrils of Despair	В	Č	0.25	0.10	0.10
Teferi's Veil	U	Ü	0.90	0.50	0.50
Tariff	W	R	3.50	3.00	3.00
Sylvan Hierophant	G	Ŭ	1.00		0.50
Striped Bears	Ĝ	C	0.25	0.10	0.30
Straw Golem	A	U	0.80	0.50	0.50
Strands of Night	B	U	0.80	0.50	
Steel Golem	A	U	1.00	0.10	0.10
Spinning Darkness	B	C	4.50 0.25	4.00 0.10▼	3.00
Soul Shepherd Southern Paladin	W	CR	0.25	0.10	0.10
Shattered Crypt	M	C	0.25	0.10	0.10
Shadow Rider	B	C	0.25	0.10	0.10
Serrated Biskelion	A	U	1.00	0.50	0.50
Serra's Blessing		U	1.30	1.00	0.80
Serenity Corrolo Planeina	W	R	4.50	3.80	3.00
Scorched Ruins	L	R	5.00	4.00	3.50
Sawtooth Ogre	R	C	0.25	0.10	0.10
Sage Owl	U	C	0.25	0.10	0.10
Rogue Elephant	G	C	0.25	0.10	0.10
Roc Hatchling	R	U	1.00	0.80	0.50
Revered Unicorn	W	U	0.80		0.50
Relearn	U	U	1.00	1.00	0.50
Redwood Treefolk	G	C	0.25	0.10	0.10
Razortooth Rats	B	C	0.25	0.10	0.10
Psychic Vortex		R	3.00	3.00	3.00
Phyrexian Furnace	A	U	0.80	0.50	
Phantom Wings	U		0.25	0.10	0.10
Phantom Warrior	U		1.00	1.00	0.60
Pendrell Mists	U		4.00	4.00	3.30
Peacekeeper	W	R	5.00	5.00	3.00
Paradigm Shift	U	R	3.30	3.00	3.00





200.00 200.00 200.00 103.75 102.50 101.25 103.00 102.00 101.00 14.00 10.00 9.90 6.60 5.30 4.40 Tempest Set
Tempest Starter Box
Tempest Booster Box
Tempest Starter
Tempest Booster

Tempest Booster			6.60	5.30 ▲	4.40
CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abandon Hope	В	U	1.00	1.00	0.50
Advance Scout	W	C	0.25	0.25	0.10
Aftershock	R	C	0.25	0.25	0.10
Altar of Dementia Aluren	A	R	5.00	5.00	3.50
Ancient Runes	R	R	5.90	5.00 0.60▼	5.00 0.50
Ancient Tomb	L	U	1.00	0.90	0.50
Angelic Protector	W	U	1.00	1.00	0.50
Anoint	W	C	0.25	0.25	0.10
Apes of Rath	G	Ü	1.00	0.60	0.50
Apocalypse	Ř	R	5.00	3.50	3.00
Armor Sliver	W	Ü	1.00	0.90	0.60
Armored Pegasus	W	C	0.25	0.25	0.10
Auratog	W	R	3.50	3.00	3.00
Avenging Angel	W	R	5.00	5.00	3.30
Barbed Sliver	R	U	1.00	1.00	0.80
Bayou Dragonfly	G	C	0.25		0.10
Bellowing Fiend Benthic Behemoth	B	R R	4.00	3.00	3.00
Blood Frenzy	R	C	4.50 0.25	4.00 0.25	3.00
Blood Pet	В	C	0.25	0.25	0.10
Boil	Ř	Ü	1.00	1.00	1.00
Booby Trap	A	R	5.00	5.00	3.30
Bottle Gnomes	A	Ü	1.00	1.00	1.00
Bounty Hunter	В	R	5.00	5.00	3.30
Broken Fall	G	C	0.25	0.25	0.10
Caldera Lake	L	R	5.00	5.00▲	3.50
Canopy Spider	G	C	0.25	0.25	0.10
Canyon Drake	R	R	3.80	3.00	3.00
Canyon Wildcat	R	C	0.25	0.25	0.10
Capsize	U	C	0.25	0.25	0.20
Carrionette Chaotic Goo	R	R R	4.00	3.50	3.00
Charging Rhino	G	U	1.00	3.00 0.90	3.00
Chill	U	U	1.00	1.00	1.00
Choke	G	Ü	1.00	1.00	1.00
Cinder Marsh	L	Ŭ	1.00	1.00	0.80
Circle of Protection: Black	W	C	0.25	0.25	0.10
Circle of Protection: Blue	W	C	0.25	0.25	0.10
Circle of Protection: Green	W	C	0.25	0.25	0.10
Circle of Protection: Red	W	C	0.25	0.25	0.10
Circle of Protection: Shadow	W	C	0.25	0.25	0.10



Dauthi Trapper

Death Stroke Dream Halls Dream Prowler Duct Crawler

Dungeon Shade Elven Rite

Endangered Armodon Ensnaring Bridge

Evacuation
Fanning the Flames
Flame Wave
Fling

Flowstone Blade Flowstone Hellion Flowstone Mauler Flowstone Shambler

Foul Imp Furnace Spirit Gliding Licid Grave Pact Hammerhead Shark

Heartstone Heat of Battle Hermit Druid Hesitation Hibernation Sliver Hidden Retreat Honor Guard Horn of Greed

Hornet Cannon Intruder Alarm

Invasion Plans Jinxed Ring Lab Rats Lancers en-Kor Leap Lowland Basilisk Mana Leak Mask of the Mimic Megrim Mind Games Mind Peel Mindwarper

Mob Justice Mogg Bombers Moga Flunkies Mogg Infestation Mogg Maniac

Morgue Thrull Mortuary Mox Diamond Mulch

Nomads en-Kor Overgrowth Portcullis Primal Rage Provoke Pursuit of Knowledge Rabid Rats Ransack Rebound Reins of Power Revenant Rolling Stones Ruination Sacred Ground Samite Blessing Scapegoat Seething Anger Serpent Warrior Shaman en-Kor Shard Phoenix Shifting Wall Shock Sift Silver Wyvern Skeleton Scavengers Skyshroud Archer Skyshroud Falcon

Skyshroud Troopers

Sliver Queen

Smite

Circle of Protection: White Clergy en-Vec	W	C	0.25 0.25	0.25 0.25	0.10 0.10
Clot Sliver	B	C	0.25	0.25	0.10
Cloudchaser Eagle Coercion	В	C	0.25 0.25	0.25 0.25	0.10
Coffin Queen Coiled Tinviper	B	R	5.00	5.00 0.25	3.00 0.10
Cold Storage	Â	R	4.00	3.00♥	3.00
Commander Greven il-Vec Corpse Dance	В	R R	6.00 5.00	5.00 4.00▼	3.80 3.50 0.20
Counterspell Crazed Armodon	U	C R	0.25 3.50	0.25 3.00	0.20 3.00
Crown of Flames	R	C	0.25	0.25	0.10
Cursed Scroll Dark Banishing	В	C	15.00 0.25	12.00 0.25	6.40 0.10
Dark Ritual Darkling Stalker	B	C	0.25	0.25 0.25	0.10
Dauthi Embrace Dauthi Ghoul	B	U	1.00	1.00 0.70	0.50 0.50
Dauthi Horror	В	C	0.25	0.25	0.10
Dauthi Marauder Dauthi Mercenary	B	C	0.25	0.25 0.80	0.10
Dauthi Mindripper Dauthi Slayer	B B	C	1.00	1.00 0.25	0.60
Deadshot	R	R	3.50 4.30	3.00	3.00
Death Pits of Rath Diabolic Edict	В	R C	0.25	4.00 0.25	3.00 0.20
Dirtcowl Wurm Disenchant	G	R	5.00 0.25	5.00 0.25	3.80 0.10
Dismiss	U	U	1.30	1.00	0.80
Disturbed Burial Dracoplasm	D	C R	4.00	0.25 4.00	0.10 3.30
Dread of Night Dream Cache	B	C	1.00	1.00 0.25	0.80
Dregs of Sorrow	B	R	4.00	4.00	3.00
Duplicity Earthcraft	G	R R	4.00 5.00	3.00 V 3.00	3.00
Echo Chamber Eladamri's Vineyard	Ä	R	4.00 5.50	3.00 5.00	3.00 4.00
Eladamri, Lord of Leaves	G	R	5.90	5.00	3.60
Elite Javelineer Elven Warhounds	G	CR	0.25 4.00	0.25 4.00 A	0.10 3.30
Elvish Fury Emerald Medallion	GA	C R	0.25 5.00	0.25 4.30 A	0.10 3.50
Emmessi Tome	Â	R	4.00	3.00	3.00
Endless Scream Energizer	B	C R	0.25 3.30	0.25 3.00	0.10 3.00
Enfeeblement Enraging Licid	B	C.	0.25	0.25	0.10
Ertai's Meddling	U	R	4.00	3.00	3.00
Escaped Shapeshifter Essence Bottle	U	R U	4.00	3.00 0.90	3.00 0.50
Evincar's Justice Excavator	B	C	0.25	0.25 0.60	0.10
Extinction	В	R	5.00	5.00	3.60
Fevered Convulsions Field of Souls	B	R R	4.00	4.00 3.00▼	3.40
Fighting Drake Firefly	UR	U	1.00	1.00	0.50
Fireslinger	R	C	0.25	0.25	0.10
Flailing Drake Flickering Ward	G	U	1.00	0.60 V 1.00	0.50
Flowstone Giant Flowstone Salamander	R	C	0.25	0.25 1.00	0.10 0.60
Flowstone Sculpture	A	R	4.00	3.00♥	3.00
Flowstone Wyvern Fool's Tome	A	R	4.30	4.00 3.00	3.00
Forest (4 ver.) Frog Tongue	G	C	0.25	0.25 A 0.25	0.10
Fugitive Druid	GR	R	3.80	3.00♥	3.00
Furnace of Rath Fylamarid	U	R	5.50	5.00 0.90	3.50 0.50
Gallantry Gaseous Form	W	C	1.00	1.00 0.25	0.60
Gerrard's Battle Cry	W	R	4.30	4.00	0.10
Ghost Town Giant Crab	U	C	1.00	0.90 0.25	0.50
Giant Strength Goblin Bombardment	R	C	0.25	0.25 1.00	0.10 0.80
Gravedigger	В	C	0.25	0.25	0.10
Grindstone Hand to Hand	AR	R R	5.40	5.00▼ 3.00▼	4.00 3.00
Hanna's Custody Harrow	W	R U	5.00	3.00 V 1.00	3.00 0.50
Havoc Heart Sliver	R	U	1.00 0.25	1.00	0.60
Heartwood Dryad	G		0.25	0.25 0.25	0.10 0.10
Heartwood Giant Heartwood Treefolk	G	R	3.80	0.60▼	3.00 0.50
Helm of Possession	A	R	5.00	5.00	3.40
Hero's Resolve Horned Sliver	G		0.25 1.00	0.25 1.00	0.10
Horned Turtle Humility	W	C R	0.25 5.60	0.25 5.00	0.10 3.30
Imps' Taunt	В	U	1.00	0.60	0.50
Insight Interdict	U	U	1.00	0.70 1.00	0.50 0.60
Intuition Invulnerability	W	R	5.00 1.00	5.00 0.90	3.40 0.50
Island (4 ver.)	R	C	0.25	0.25	0.10
Jackal Pup Jet Medallion	A	U R	1.00 5.00	1.00 4.00_	0.70 3.30
Jinxed Idol Kezzerdrix	AB	R	4.00		3.00
Kindle	R	C	0.25	0.25	0.10
Knight of Dawn Knight of Dusk	W	U	1.00	1.00	0.80 0.50
Krakilin Leeching Licid	G	U	1.00	1.00 0.50	0.50 0.50
Legacy's Allure	Ü	Ü	1.00	0.90	0.50

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Legerdemain	U	U	1.00	1.00	0.50
Light of Day	W	U	1.10 0.25	1.00	0.80
Lightning Blast Lightning Elemental Living Death Lobotomy Lotus Petal Lowland Giant Waddening Imp	R	C	0.25	0.25	0.10
_iving Death	B	R U	8.00 1.00	6.00 V	4.00 0.80
_otas Petal	AR	C	0.60	0.25	0.20
Lowland Giant	R B	CR	0.25 3.30	0.25	0.10 3.00
viagriiasaur	R	R	3.00	3.00	3.00
Magnetic Web	A	R R	3.50 4.30	3.00 4.00	3.00
Mana Severance Manakin	À	C	0.25	0.25	0.10
Manta Riders	W	CR	0.25 4.00	0.25 3.00	0.10 3.00
Marble Titan Marsh Lurker	В	C	0.25	0.25	0.10
Master Decoy Mawcor	W	CR	0.25 4.00	0.25 3.50▼	0.10 3.00
Maze of Shadows	L	Ü	1.00	1.00	0.60
Maze of Shadows Meditate Metallic Sliver	U	R C	6.00 0.25	6.00 0.25	4.40 0.10
Mindwhip Sliver	В	U	1.00	0.80	0.60
Minion of the Wastes Mirri's Guile	G	R	5.00 4.00	4,00♥ 3.00♥	3.30
Mnemonic Sliver	U	U	1.00	1.00	0.60
Mogg Cannon Mogg Conscripts	A	C	1.00	1.00 0.25	0.50
Mogg Fanatic	R	C	0.25	0.25	0.10
Mogg Hollows Mogg Raider	R	C	1.00	1.00 0.25	0.80
Mogg Squad	R	U	1.00	1.00	0.50
Mongrel Pack Mountain (4 ver.)	G	R C	4.00 0.25	3.00♥ 0.25▲	3.00 0.10
Mounted Archers	W	C	0.25	0.25	0.10
Muscle Sliver Natural Spring	G	C	0.40	0.25 0.25	0.10 0.10
Nature's Revolt	G	R	4.80	4.00	3.00
Needle Storm No Quarter	G	U R	1.00 3.30	1.00	0.60 3.00
Nurturing Licid	G	U	1.00	0.50♥	0.50
Opportunist Oracle en-Vec	R	U R	1.00	0.50 3.00	0.50 3.00
Orim, Samite Healer	W	R	4.00	3.50♥	3.00
Orim's Prayer Overrun	W	U	1.00	1.00 1.00	1.00
Pacifism	W	C	1.30	0.25	0.10
Pallimud Patchwork Gnomes	R	R	4.00	3.50 V 0.50 V	3.00 0.50
Pearl Medallion	AW	R	5.00	4.00	3.50
Pegasus Refuge Perish	B	R	3.10	3.00	3.00
Phyrexian Grimoire	A	R	3.30	3.00	3.00
Phyrexian Hulk Phyrexian Splicer	A	U	1.00	0.50 V 0.80 V	0.50 0.50
Pincher Beetles	G	C	0.25	0.25	0.10
Pine Barrens Pit Imp	B	R	4.90 0.25	4.00 0.25	3.40 0.10
Plains (4 ver.)	1	C	0.25	0.25▲	0.10 0.10
Power Sink Precognition	U	C	0.25 4.50	0.25 4.00	0.10 3.50
Propaganda	U	U	1.00	1.00	1.00
Puppet Strings Quickening Licid	AW	U	1.00	1.00 0.50	0.80
Rain of Tears	В	U	1.00	1.00	0.60
Rampant Growth Ranger en-Vec	G	C	0.25 1.00	0.25 1.00	0.10
Rathi Dragon	R	R	8.00	5.50 V 0.25	4.00
Rats of Rath Reality Anchor	B	C	0.25	0.25	0.10 0.10
Reanimate	В	U	1.00	1.00	0.70
Reap Reckless Spite	B	U	1.00	0.50 0.80	0.50 0.60
Recycle	G	R	5.00	4.00	3.00
Reflecting Pool Renegade Warlord	R	R	9.00	7.00 V 1.00	4.00 0.60
Repentance	W	U	1.00	1.00	0.50
Respite Rolling Thunder	G	C	0.25	0.25	0.10
Root Maze	G	R	4.50	3.50 V 0.25	3.00
Rootbreaker Wurm Rootwalla	G	C	0.25	0.25	0.10 0.10
Rootwater Depths	L	U	1.00	1.00	0.80
Rootwater Diver Rootwater Hunter	U	C	1.00	0.80	0.50
Rootwater Matriarch	U	R	4.00	4.00▲	3.00
Rootwater Shaman Ruby Medallion	U	R R	3.30 5.00	3.00 4.00	3.00
Sacred Guide	W	R	4.00	3.00	3.00
Sadistic Glee Safeguard	W	C R	0.25 4.00	0.25 3.00	0.10 3.00
Salt Flats	R	R	5.00	4.00	3.50 0.10
Sandstone Warrior Sapphire Medallion	A	C R	0.25 5.30	0.25 4.30▲	3.50
Sarcomancy	В	R	5.00	5.00▲	3.40
Scabland Scalding Tongs	A	R R	5.00	5.00 A 3.00	3.50 3.00
Scorched Earth		R	4.00	3.80♥	3.00
Scragnoth Screeching Harpy	G B	U	1.00	1.00 0.60♥	0.80 0.50
Scroll Rack	A	R	6.00	5.00	4.50
Sea Monster Searing Touch	R	C	0.25 1.00	0.25 1.00	0.10 0.50
Seeker of Skybreak	G	C	0.25	0.25	0.10
Segmented Wurm Selenia, Dark Angel	0	U R	1.00 5.00	0.90 4.00▼	0.50 3.50
Serene Offering	W	U	1.00	1.00	0.50
Servant of Volrath Shadow Rift	U	C	0.25	0.25	0.10 0.10
Shadowstorm	R	U	1.00	0.80▼	0.50
Shatter		U	0.25	0.25	0.10

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Chimmerine IVII	U	С	0.05	0.05	0.40
Shimmering Wings Shocker	R	R	0.25 5.00	0.25 3.00	0.10 3.00
Sky Spirit	0	Ü	1.00	1.00	0.50
Skyshroud Condor	U	Ü	1.00	0.50▼	0.50
Skyshroud Elf	G	C	0.25 4.50	0.25	0.10
Skyshroud Forest	L	R	4.50	4.00	3.50
Skyshroud Ranger	G	C	0.25	0.25 0.25	0.10
Skyshroud Troll Skyshroud Vampire	В	U	0.25 1.00	1.00	0.10
Soltari Crusader	W	U	1.00	1.00	0.50
Soltari Emissary	W	R	4.00	3.00	3.00
Soltari Foot Soldier	W	C	0.25	0.25	0.10
Soltari Guerrillas	0	R	4.00	3.50 V 0.25	3.00
Soltari Lancer	W	C	0.25	0.25	0.10
Soltari Monk Soltari Priest	W	U	1.30	1.00	1.00
Soltari Trooper	W	C	1.30 1.30 0.25	0.25	0.10
Souldrinker	В	Ŭ	1.00	0.60	0.50
Spell Blast	U	C	0.25	0.25	0.10
Spike Drone	G	C	0.25	0.25	0.10
Spinal Graft	В	C	0.25 4.30	0.25	0.10
Spirit Mirror	W	R	1.00	3.50 V 0.80 V	3.00 0.50
Spontaneous Combustion Squee's Toy	A	C	0.25	0.25	0.30
Stalking Stones	î	Ü	1.00	1.00	0.80
Starke of Rath	R	Ř	3.90	3.00	3.00
Static Orb	A	R	5.50	4.00▼	4.00
Staunch Defenders	W	U	1.00	0.80	0.50
Steal Enchantment	U	U	1.00	1.00	0.50
Stinging Licid	R	U	1.00	1.00 0.25	0.50
Stone Rain Storm Front	G	C	1.00	0.23	0.10
Stun	Ř	C	0.25	0.50 V 0.25	0.50 0.10
Sudden Impact	R	Ŭ	1.00	1.00	0.50
Swamp (4 ver.)	L	C	0.25	0.25	0.10
Tahngarth's Rage	R	U	1.00	0.50▼	0.50
Talon Sliver	W	C	0.25	0.25	0.10
Telethopter Thalakos Dreamsower	A	٠U	1.00 1.00	1.00	0.50 0.50 0.80
Thalakos Lowlands	i	U	1.00	1.00	0.30
Thalakos Mistfolk	Ü	Č	0.25	0.25	0.10
Thalakos Seer ·	U	C	0.25	0.25	0.10
Thalakos Sentry	U	C	0.25	0.25	0.10
Thumbscrews	A	R	4.50 0.25	3.00 0.25	3.00
Time Ebb Time Warp	Ü	C	8.00	5.00	0.10 4.40
Tooth and Claw	Ř	R	3.00	3.00	3.00
Torture Chamber	Á	R	4.00	3.50▼	3.00
Tradewind Rider		R	12.00 0.25	6.00▼	5.50 0.10
Trained Armodon	G	C	0.25	0.25	0.10
Tranquility	G	C	0.25	0.25	0.10
Trumpeting Armodon Twitch	G	C	1.00 0.25	1.00	0.50 0.10
Unstable Shapeshifter	ŭ	Ř	4.30	3.50▲	3.00
Vec Townships	L	Ü	1.00	1.00	0.80
Verdant Force	G	R	6.50 1.00	5.80▼	4.00
Verdigris	G	U		0.80▼	0.50
Vhati il-Dal	0	R	4.00	3.00	3.00
Volrath's Curse	U	C	0.25 0.25	0.25 0.25	0.10 0.10
Wall of Diffusion Warmth	W	Ü	1.00	1.00	0.10
Wasteland	į.	Ŭ	1.80	1.00	1.00
Watchdog	A	Ū	1.00	1.00	0.50
Whim of Volrath	U	R	4.50	4.00	3.50
Whispers of the Muse	U	U	1.00	1.00	0.50
Wild Wurm Wind Dancer	R	U	1.00	1.00 0.50	0.80
Wind Dancer Wind Drake	Ü	U	1.00	0.50	0.50
Winds of Rath	W	R	5.00	4.00	3.30
Winged Sliver	U	C	0.25	0.25	0.10
Winter's Grasp Wood Sage	G	U	1.00	1.00	0.80
Wood Sage	0	R	4.00	3.50 1.00	3.00
Worthy Cause	W	U	1.00	1.00	0.50
Total		6	61.25	560.65	444.90
				600	B
STRONGE	100	M T	0		19
Charles of the same				4	
			3	143 Ca	arus



80.00 96.00 80.00 90.00

9.60 9.30

Stronghold Booster Pack			4.60	4.00▲	3.40
CARU NAME	COL	RAR	UPPER	MEDIAN	LOWER
Acidic Sliver	0	U	1.10	1.00	1.00
Amok	R	R	3.00	3.00	2.80
Awakening	G	R	5.00	4.00♥	3.00
Bandage	W	C	0.25	0.25	0.10
Bottomless Pit	В	U	1.00	1.00	0.50
Brush With Death	В	C	0.25		0.15
Bullwhip	A	U	1.00	0.80▼	0.50
Burgeoning	G	R	4.00	3.50▲	3.00
Calming Licid	W	U	1.00	0.50	0.50
Cannibalize	В	C	0.25	0.25	0.10
Carnassid	G	R	4.00	3.30 ▲	3.00
Change of Heart	W	C	0.25	0.25	0.10
Cloud Spirit	U	C	0.25	0.25	0.10
Constant Mists	G	U	1.00	0.80	0.50
Contemplation	W	U	1.00	1.00	0.50
Contempt	U	C	0.25	0.25	0.10
Conviction	W	C	0.25	0.25	0.10
Convulsing Licid	R	U	1.00	1.00	0.50
Corrupting Licid	В	U	1.00	0.80₹	0.50
Craven Giant	R	C	0.25	0.25	0.10
Crossbow Ambush	G	C	0.25	0.25	0.10
Crovax the Cursed	В	R	5.00	4.80	3.80
Crystalline Sliver	0	U	1.80	1.30 🛦	1.00

STATE OF THE PARTY.	NAME OF TAXABLE PARTY.	2000	-		METERO CONT.
	В	Ü	1.00	0.80	0.50
	II	R	4.30	3.50	3.00
	Ŭ	C	0.25	0.25	0.10
	R	C	0.25	0.25	0.10
	B	C	0.25	0.25	0.10
	G	Ü	1.00	0.80	0.50
	A	R	5.50	5.00	5.00
	Ü	R	4.00	4.00	3.60
	R	U	1.00	0.80▼	0.50
	R	U	1.00	1.00	0.70
	R	C	0.25	0.25	0.10
	R	II	1.00	1.00	0.10
	R	R	4.00	4.00	3.00
	R	C	0.25	0.25	0.10
	В	C	0.25	0.25	0.10
	n	II	1.00	0.25	0.10
	В	R	5.00	5.00	3.00
	U	C	0.25	0.25	0.10
	A	U	1.00	1.00	0.70
	K	U	1.00	0.80	0.50
	11	H	1.00	0.00	0.40
	0	U	1.30	1.00	1.00
	W	R	4.00	3.90	3.0
	W	C	0.25	0.25	0.10
	A	H	4.30	4.00	0.50
	û	R	4.00	3.50	3.0
	R	R	4.00	3.50▼	3.0
	A	R	4.00	3.40	3.0
	В	C	0.25	0.25	0.1
	11	C	0.00	0.25	0.0
	G	C	0.25	0.25	0.1
	U	C	0.25	0.25	0.2
	Ü	U	1.00	0.80	0.5
	В	Ü	1.10	1.00	1.0
	R	II	1.00	0.23	0.1
	В	Ř	3.00	3.00	3.0
	R	C	0.25	0.25	0.1
	K	C	0.25	0.25	0.1
	R	R	4.00	4.00	3.6
	R	Ü	1.00	1.00	0.9
	В	C	0.25	0.25	0.1
	В	R	5.00	4.40▲	3.4
	A	K	15.00	11./5	9.1
	W	C	0.25	0.25	0.1
	G	C	0.25	0.25	0.1
	A	R	4.30	3.50▼	3.0
	G	0	1.00	0.25	0.9
	W	R	6.00	5.00	3.0
	В	C	0.25	0.25	0.1
	U	U	1.00	0.80	0.5
	U	U	1.00	1.00	0.5
	В	B	4.00	4.00	3.8
	W	R	4.30	4.00	3.8
	R	R	4.30	4.00	3.6
	W	R	4.80	4.00	3.8
	W	11	1.00	0.25	0.1
	R	C	0.25	0.25	0.1
	В	C	0.25	0.25	0.1
	W	R	4.00	4.00	3.4
	BUUR BGGAURRRRRBRUBUAR GUDWW AAUR ABWUGUU BUBBRRRRR BBAGW GAGGW BUUU BWRWWWR BWR ARUU BGWG		1.00 0.25 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.80 V 0.25 0.25 0.26 0.25 0.26 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0.25	0.56 0.10 0.10 0.50 0.10 0.11 0.50 0.11 0.11
	R	C	0.25	0.80	0.0
	U	C	0.25	0.25	0.2
	U	R	4.30	4.00	3.8
	В	R	4.00	4.00	3.0
	G	C	0.25	0.25	0.1
	54	00	0.20	0.25	0.1





Stronghold Set

Stronghold Deck Box Stronghold Booster Box

Stronghold Preconstructed Deck

0.10



200.0		200.00	
EXODUS	1	43 C	ard

Exodus Set	116.75	113.00 ▲	109.00
Exodus Booster Box	92.50	90.00▼	87.00
Exodus Precon Starter Deck	10.00	9.70 ▲	9.30
Evadue Rogeter	3 80	3 60	3 40

-						Shield
CARD NAME				MEDIAN		Skysh
Æther Tide	U	C	0.25	0.25	0.10	Skyst
Allay	W	C	0.25		0.10	Skyst
Anarchist	R	C	0.25		0.10	Slaug
Angelic Blessing	W	C	0.25	0.25	0.10	Soltar
Avenging Druid	G	C	0.25	0.25	0.10	Song
Bequeathal	G	C	0.25	0.25	0.10	Sonic
Carnophage	В	C	0.25	0.25	0.20	Soul
Cartographer	G	U	0.60			Spellt
Cat Burglar	В	C	0.25		0.10	Spells
Cataclysm	W	R	6.60	5.80	5.00	Sphei
Charging Paladin	W	C	0.25	0.25	0.10	Spike
Cinder Crawler	R	C	0.25	0.25	0.10	Spike
City of Traitors	L	R	5.00	4.80 🛦		Spike
Coat of Arms	A		12.00	8.80 🛦		Spike
Convalescence	W	R	4.10	4.00	4.00	Stand
Crashing Boars	G	U	0.60	0.50▼		Survi
Culling the Weak	В	C	0.25		0.20	Thalal
Cunning	U	С	0.25		0.10	Thala
Curiosity	U	U	1.00	0.80▼		Theft
Cursed Flesh	В	С	0.25	0.25		Thopt
Dauthi Cutthroat	В	U	1.00	0.80▼	0.50	Thrull
Dauthi Jackal	В	С	0.25	0.25	0.10	Transi
Dauthi Warlord	В	U	1.00	0.80▼	0.50	Treasu
Death's Duet	В	C	0.25	0.25	0.10	Treasu
Dizzying Gaze	R	C	0.25	0.25	0.10	Vamp
Dominating Licid	U	R	5.00	4.00▼	3.80	Volrat
Elven Palisade	G	U	0.90	0.60▼	0.50	Wall o
Elvish Berserker	G	C	0.25	0.25	0.10	Wayw
Entropic Specter	В	R	4.00	3.00	3.00	Welkir
Ephemeron	Ü	R	4.10	3.40	3.00	Whipt
Equilibrium Erratio Portal	U	R	5.10	4.30▼		Wood
Erratic Portal Ertai, Wizard Adept	A	R R	5.00 6.50	4.50 7	3.90	Work
Exalted Dragon	W	R	5.10	5.00 ▼ 5.00	4.00 4.80	Zealot
LAGIEU DIAGUII	W	Ц	5.10	5.00	4.60	Total

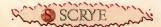
	Fade Away
١	Fighting Chance
١	Flowstone Flood
١	Forbid Fugue
	Furnace Brood
ı	Grollub
ı	Hatred
١	High Ground Jackalope Herd
d	Keeper of the Beasts Keeper of the Dead Keeper of the Flame Keeper of the Light Keeper of the Mind
1	Keeper of the Dead
1	Keeper of the Flame
	Keeper of the Mind
ı	Killer Whale
ı	Kor Chant
ı	Limited Resources Mage il-Vec
ı	Mana Breach
Ì	Manabond
1	Maniacal Rage
١	Medicine Bag Memory Crystal
١	Memory Crystal Merfolk Looter
ı	Mind Maggots
١	Mind Over Matter
١	Mindless Automaton Mirozel
	Mirri, Cat Warrior
	Mogg Assassin
	Monstrous Hound
	Nausea Necrologia
	Null Brooch
-	Oath of Druids
	Oath of Ghouls
	Oath of Lieges Oath of Mages
	Oath of Scholars
	Ogre Shaman
	Onslaught
ı	Paladin en-Vec Pandemonium
1	Paroxysm
	Paroxysm Peace of Mind
	Pegasus Stampede
ł	Penance Pit Spawn
Į	Plaguebearer 1
ı	Plated Rootwalla
ı	Predatory Hunger
ı	Predatory Hunger Price of Progress Pygmy Troll
١	Rabid Wolverines
ı	Raging Goblin
ı	Ravenous Baboons Reaping the Rewards
ı	Reckless Ogre
ı	Reclaim
ł	Reconnaissance
Į	Recurring Nightmare Resuscitate
1	Robe of Mirrors
١	Rootwater Alligator Rootwater Mystic
	Sabertooth Wyvern
	Scalding Salamander
	Scalding Salamander Scare Tactics
-	School of Piranha Scrivener
	Seismic Assault
	Shackles
	Shattering Pulse
	Shield Mate Skyshaper
	Skyshroud Elite
	Skyshroud War Beast
	Slaughter Soltari Visionary
	Song of Serenity Sonic Burst
I	Sonic Burst
	Soul Warden Spellbook
	Spellshock
	Sphere of Resistance
	Spike Cannibal
1	Spike Hatcher Spike Rogue
	Spike Weaver
	Standing Troops
	Survival of the Fittest Thalakos Drifters
	Thalakos Drifters Thalakos Scout Theft of Dreams Thopter Squadron
	Theft of Dreams
	Thopter Squadron Thrull Surgeon
	Transmogrifying Licid
1	Treasure Hunter Treasure Trove
1	Vampire Hounds
١	Vampire Hounds Volrath's Dungeon
	Wall of Nets
	Wayward Soul
	Welkin Hawk Whiptongue Frog
	Wood Elves
Į	Workhorse
۱	Zealots en-Dal

U	С	0.25	0.25	0.10
R R U	R U U	4.00 1.00 1.20	3.00 0.80 v 1.00	3.00 0.50 0.90
В	U	1.00	0.80 V 0.25	0.50
R B B	CRU	0.25 6.00	0.25 5.30 V	0.10 5.00
G	C	1.00 0.25	0.80 7	0.50 0.10 0.50
G B	U	1.00	0.80	0.50 0.50
R W U	U	0.90 0.60 1.00	0.60 v 0.50 v 0.80 v	0.50 0.50 0.50 0.50
Ŭ	Ü	1.00	0.50 v 0.25 4.00	0.50 0.15 4.00
W R U	RCU	1.00 0.25 4.70 0.25	0.25	4.00 0.10
G	R	0.60 4.00 0.25	0.50 V 4.00	0.10 0.50 4.00
R A A	C U R	0.60	0.25 0.50 5.00	0.10
Ü	C	5.10 0.25 1.00	0.25 0.80	4.00 0.10 0.50
A	R	5.00	5.00 A 3.00	3.80
G	U R	0.60 5.40	0.50 v 5.00	0.50 4.00
R R B	U R	0.60 4.00	0.50 V 3.00	3.00
B	C U R	0.25 1.00 5.10	0.25 0.80 v 4.50	0.10 0.50 3.90
G B	R	5.10 6.10 4.10	5.50	5.00 3.80
W R	R R	4.10	3.80	4.00 3.00
U R	R	4.00	4.00 3.80 A	3.80
R W R	C R R	0.25 6.50 6.70	0.25 5.90 5.00 v	0.10 5.00 4.80
R W	Ü	0.90	0.60 V 0.60 V	0.50 0.50
W	U	0.90	0.60 v	0.50 0.50
B B	R	5.10 4.40 0.25	5.00 4.00	4.00
G	CU	0.25	0.25	0.10
R G G	CCC	1.00 0.25 0.25 0.25	1.00 0.25 0.25	0.10 0.10 0.50 0.10 0.10 0.10
R	C R	4.00	0.25 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	3.00
W R G	RCCC	0.25 0.25	0.25	0.10 0.10 0.10 0.50
W	U	0.25 1.00 6.30	5.1U V	5.00
G	R U C	0.90 0.25	0.60 V 0.25	0.50 0.20
G	CCCU	0.25	0.60 v 0.25 0.25 0.25 0.60 v	0.50 0.20 0.10 0.10 0.50 0.50 0.10 0.10
R R B	CC	0.90 1.00 0.25	0.80 V 0.80 V 0.25	0.50
Ü	Č	0.25	0.25 0.60 V	0.10 0.50
R	R	5.00 0.25	5.00 0.25	4.60 0.10
R	CCU	0.25	0.25	0.10
G G	UR	0.90 1.00 4.10	0.60 V 1.00 3.50 A	0.50 0.50 3.00
B	C	0.90	0.60 v 0.25	0.50 0.10
G R	C	1.00 0.25	0.80 V 0.25	0.50
A R	CUU	0.25 1.00 0.90	0.25 1.00 0.60 V	0.10 0.50 0.50
A	R	4.00	4.00 A 0.80 V	3.00 0.50
G	R U	4.40 0.60	4.00 0.50 ▼	3.80 0.50 4.80
G W	R	5.10 0.25 6.00	5.00 0.25 5.40 v	0.10
G U U	R R C	6.00 4.00 0.25	3.00 0.25	5.00 3.00 0.10
U	C R	0.25 4.10	0.25 3.00	0.10 2.90
B	C	0.25	0.25 0.50 v	0.10 0.50
U B	U	0.90 1.00 0.25	0.60▼ 0.80▼ 0.25	0.50 0.50 0.10
B	R R	4.00 4.00	0.25 4.00 3.90	3 90
W	C	0.25 0.25	3.90 0.25 0.25	3.40 0.10 0.10
G A	C C R	0.25	0.25 0.25	0.10
W	U	3.00 0.60 68.55	3.00 0.50▼ 236.05	3.00 0.50 201.35

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Urza's Saga Set			200.00	200.00	200.00
Urza's Saga Booster Box			14.00	113.00 🛦	112.00
Urza's Saga Booster Pack			6.30	4.50 ▲	4.30
Ursa's Saga Starter Box		1	107.50	100.00 ▲	58.00
Ursa's Saga Starter Deck			11.00	10.75 🛦	10.25
Ursa's Saga Preconstructed			10.00	10.00	9.50
CARO NAME	COL	RAR	UPPE	MEDIAN	LOWER
Absolute Grace	W	U	1.00	1.00	0.80
Absolute Law	W	U	1.00	1.00	0.80
Abundance	G	R	5.00	4.00 ▼	3.40
Abyssal Horror Academy Researchers	B	R	3.80	3.50▼	3.00
Acidic Soil	R	U	1.00	1.00	0.80
Acridian	G	Č	0.25	0.25	0.10
Albino Troll	G	U	1.30	1.00	1.00
Anaconda	G	Ū	1.00	1.00	0.70
Angelic Chorus Angelic Page	W	R	5.60	5.00	4.00
Annul	U	C	0.25	0.25 0.25	0.10
Antagonism	R	R	3.00	3.00	3.00
Arc Lightning	R	C	0.25	0.25	0.10
Arcane Laboratory	U	U	1.00	1.00	0.80
Argothian Elder	G	U	1.00	1.00	0.80
Argothian Enchantress Argothian Swine	G	R C	5.30 0.25	4.00 ▼ 0.25	3.50 0.10
Argothian Wurm	G	R	5.00	5.00	4.00
Attunement	Ŭ	R	4.50	4.00	4.00
Back to Basics	U	R	5.00	4.50 ▲	3.00
Barrin, Master Wizard	U	R	4.00	3.00 ▼	3.00
Barrin's Codex	A	R	3.30	3.00	3.00
Bedlam Befoul	R B	R C	3.30 0.25	3.00 0.25	3.00 0.10
Bereavement	В	Ü	1.00	1.00	0.10
Blanchwood Armor	G	U	1.00	1.00	0.80
Blanchwood Treefolk	G	С	0.25	0.25	0.10
Blasted Landscape	L	U	1.00	1.00	0.80
Blood Vassal Bog Raiders	B	C	0.25	0.25	0.10
Brand		C R	0.25	0.25	0.10
Bravado	R	C	3.30 0.25	3.00 0.25	3.00 0.10
Breach	В	Č	0.25	0.25	0.10
Brilliant Halo	W	C	0.25	0.25	0.10
Bull Hippo	G	U	1.00	1.00	0.70
Bulwark	R	R	3.40	3.00	2.50
Cackling Fiend Carpet of Flowers	B	C	0.25	0.25	0.10
Carrion Beetles	В	C	0.25	1.00 0.25	0.10
Catalog	Ŭ	Č	0.25	0.25	0.10
Catastrophe	W	R	5.50	5.00	4.00
Cathodion	A	U	1.00	1.00	0.80
Cave Tiger	G	C	0.25	0.25	0.10
Child of Gaea Chimeric Staff	A	R R	6.00 5.00	5.00▼ 5.00	3.90 3.50
Citanul Centaurs	G	R	5.00	4.00	3.40
Citanul Flute	Ā	R	4.50	4.00	3.00
Citanul Hierophants	G	R	4.00	4.00	3.00
Claws of Gix	A	U	1.00	1.00	0.80
Clear Cleak of Misto	W	U	1.00	1.00	0.70
Cloak of Mists Confiscate	Ü	C	0.25 1.00	0.25 1.00	0.10
Congregate	W	Č	0.25	0.25	0.10
Contamination	В	R	5.00	4.50 ▼	3.50
Copper Gnomes	A	R	3.30	3.00	3.00
Coral Merfolk	U	C	0.25	0.25	0.10
Corrupt Cradle Guard	B G	C	0.25 1.00	0.25	0.10
Crater Hellion	R	R	7.00	1.00 5.00 y	3.90
Crazed Skirge	В	Ü	1.00	1.00	0.80
Crosswinds	G	U	1.00	1.00	0.80
Crystal Chimes	A	U	1.00	1.00	0.80
Curfew Dark Hatchling	U B	C R	0.25 4.50	0.25	0.10
Dark Ritual	В	C	0.25	4.00 0.25	3.00 0.10
Darkest Hour	В	Ř	4.50	4.00	3.50
Defensive Formation	W	U	1.00	1.00	0.80
Despondency	В	C	0.25	0.25	0.10
Destructive Urge	R	U	1.00	1.00	0.80
Diabolic Servitude Disciple of Grace	B	C	1.00	1.00 0.25	0.80
Disciple of Law	W	C	0.25	0.25	0.10
Discordant Dirge	В	R	3.30	3.00	3.00
Disenchant	W	C	0.25	0.25	0.10
Disorder Discreptive Student	R	Ü	1.00	1.00	0.80
Disruptive Student Douse	U	C	0.25 1.00	0.25	0.10
Dragon Blood	A	U	1.00	1.00	0.80
Drifting Djinn	ΰ	R	4.50	3.00 ▼	3.00
Drifting Meadow	L	C	0.25	0.25	0.10
Dromosaur	R	C	0.25	0.25	0.10
Duress Eastern Paladin	В	C	0.25	0.25	0.20
Eastern Paladin Electryte	В	R R	4.60	4.00	3.00
Elite Archers	R W	R	5.00	3.00 4.80 ▼	3.00 3.40
Elvish Herder	G	C	0.25	0.25	0.10
Elvish Lyrist	G	C	0.25	0.25	0.10
Enchantment Alteration	U	U	1.00	1.00	0.50
Endless Wurm	G	R	5.00	5.00	3.50
Endoskeleton Energy Field	A	U R	1.00	1.00	0.70
Energy Field Exhaustion	U	U	5.00 1.00	4.00 ▼ 1.00	3.00 0.80
Exhume	В	C	0.25	0.25	0.10
Exploration	G	Ř	5.00	5.00	4.60

Expunge	В	С	0.25	0.25	0.10
Faith Healer	W	R	4.00	4.00 ▲	3.00
Falter	R	C	0.25	0.25	0.10
Fault Line	R	R	5.00	4.30 ▲	3.00
Fecundity	G	U	1.00	1.00	0.80
Fertile Ground	G	C	0.25	0.25	0.10
Fiery Mantle Fire Ants	R	C	0.25 1.00	0.25 0.80 V	0.10
Flesh Reaver	В	Ü	1.00	1.00	0.80
Fluctuator	A	R	4.00	3.00	3.00
Fog Bank	Ü	Ü	1.00	1.00	0.80
Forest (4 Versions)	L	L	0.20	0.10	0.10
Fortitude	G	C	0.25	0.25	0.10
Gaea's Bounty	G	C	0.25	0.25	0.10
Gaea's Cradle	L	R	9.00	8.00	4.00
Gaea's Embrace	G	U	1.00	1.00	0.80
Gamble Gilded Drake	R	R	4.30 4.50	4.00	3.50
Glorious Anthem	W	R	6.10	4.00 5.00	3.00 5.00
Goblin Cadets	R	U	1.00	1.00	0.70
Goblin Lackey	R	Ŭ	1.30	1.00	1.00
Goblin Matron	R	C	0.25	0.25	0.10
Goblin Offensive	R	U	1.00	1.00	0.80
Goblin Patrol	R	C	0.25	0.25	0.10
Goblin Raider	R	C	0.25	0.25	0.10
Goblin Spelunkers Goblin War Buggy	R	C	0.25	0.25 0.25	0.10
Gorilla Warrior	G	C	0.25	0.25	0.10
Grafted Skullcap	A	R	4.50	4.00	3.30
Great Whale	Ü	R	5.00	4.00	3.30 3.30
Greater Good	G	R	4.00	4.00 ▲	3.00
Greener Pastures	G	R	4.00	3.00	3.00
Guma	R	U	1.00	1.00	0.80
Hawkeater Moth	G	U	1.00	1.00	0.60
Headlong Rush Healing Salve	R	C	0.25	0.25	0.10
Healing Salve Heat Ray	W	C	0.25	0.25 0.25	0.10
Herald of Serra	W	R	5.00	5.00 ▲	3.50
Hermetic Study	Ü	C	0.25	0.25	0.10
Hibernation	Ü	Ŭ	1.00	1.00	1.00
Hidden Ancients	G	U	1.00	1.00	0.80
Hidden Guerrillas	G	U	1.00	1.00	0.80
Hidden Herd	G	R	3.00	3.00	3.00
Hidden Predators	G	R	3.00	3.00	3.00
Hidden Spider	G	C	0.25	0.25	0.10
Hidden Stag Hollow Dogs	G B	R C	3.00 0.25	3.00 0.25	2.80 0.10
Hopping Automaton	A	Ü	1.00	1.00	0.10
Horseshoe Crab	Û	C	0.25	0.25	0.10
Humble	W	Ŭ	1.00	1.00	0.80
Hush	G	C	0.25	0.25	0.10
III-Gotten Gains	В	R	4.00	3.50 ▼	3.30
Imaginary Pet	U	R	4.00	3.00	3.00
Intrepid Hero	W	R	4.00	4.00 ▲	3.00
Island (4 Versions)	L	L	0.20	0.10	0.10
Jagged Lightning Karn, Silver Golem	R A	U R	1.00	1.00	0.80 3.50
Launch	Û	C	0.25	4.00 ▼ 0.25	0.10
Lay Waste	R	C	0.25	0.25	0.10
Lifeline	Ä	Ř	7.50	6.00	4.00
Lightning Dragon	R	R	7.80	5.30 ▼	5.00
Lilting Refrain	Ü	U	1.00	1.00	0.80
Lingering Mirage	U	U	1.00	1.00	0.70
Looming Shade	В	C	0.25	0.25	0.10
Lotus Blossom	A	R	5.00	4.00	3.50
Lull Lurking Evil	G B	CR	0.25	0.25	0.10
Mana Leech	В	U	3.50	3.00 ▼ 1.00	3.00 0.70
Meltdown	R	Ü	1.00	1.00	0.80
Metrognome	A	Ř	4.00	3.00 ▼	3.00
Midsummer Revel	G	R	4.00	4.00	3.00
Mishra's Helix	A	R	5.00	5.00	3.50
Mobile Fort	A	U	1.00	1.00	0.80
Monk Idealist	W	U	1.00	1.00	0.80
Monk Realist	W	C	0.25	0.25	0.10
Morphling Mountain (4 Versions)	L	R	10.00	8.00 v	6.30 0.10
No Rest for the Wicked	В	Ü	1.00	0.10 1.00	0.10
Noetic Scales	A	R	4.00	3.00 ▼	3.00
Okk	R	R	3.50	3.00	3.00
Opal Acrolith	W	U	1.00	1.00	0.80
Opal Archangel	W	R	4.60	4.00	3.00
Opal Cargovia	W	C	0.25	0.25	0.10
Opal Gargoyle Opal Titan	W	C	0.25	0.25	0.10
Oppression	W	R R	3.60 4.50	3.00	3.00 3.50
Order of Yawgmoth	В	Ü	1.00	1.00	0.80
Outmaneuver	R	Ü	1.00	1.00	0.80
Pacifism	W	C	0.25	0.25	0.10
Parasitic Bond	В	U	1.00	1.00	0.80
Pariah Pariah	W	R	5.00	4.00▼	3.50
Path of Peace	W	C	0.25	0.25	0.10
Pegasus Charger Pendrell Drake	W	C	0.25	0.25	0.10
Pendrell Flux	U	C	0.25	0.25 0.25	0.10
Peregrine Drake	U	Ü	1.00	1.00	0.10
Persecute	В	R	6.10	6.00	5.00
Pestilence	В	C	0.25	0.00	0.10
Phyrexian Colossus	A	Ř	5.50	5.00	3.50
Phyrexian Ghoul	В	C	0.25	0.25	0.10
Phyrexian Processor	A	R	6.00	5.00	3.50
Phyrexian Tower	L	R	4.80	4.00	3.00
Pit Trap Plains (4 Versions)	A	U	1.00	1.00	0.80
Planar Birth	L	L R	0.20 4.50	0.10 3.00	0.10 3.00
Planar Void	B	U	1.00	1.00	0.80
Polluted Mire	L		0.25		
Pouncing Jaguar		C	0.25 0.25	0.25 0.25	0.10 0.10





Dower Cink		0	0.05	0.05	0.1
Power Sink Power Taint	U	C	0.25	0.25	0.10
Presence of the Master	W	Ü	1.00	1.00	0.10
Priest of Gix	B	U	1.00	1.00	0.80
Priest of Titania	G	C	0.25	0.25	0.10
Purging Scythe	Ä	Ř	4.00	3.00	3.0
Rain of Filth	В	Ü	1.00	1.00	0.80
Rain of Salt	R	Ŭ	1.00	1.00	0.8
Ravenous Skirge	В	Č	0.25	0.25	0.1
Raze	R	C	0.25	0.25	0.1
Recantation	Ü	Ř	4.00	3.00	2.80
Reclusive Wight	В	Ü	1.00	1.00	0.80
Redeem	W		1.00	1.00	0.8
Reflexes	R	Ç	0.25	0.25	0.10
Rejuvenate	G	Č	0.25	0.25	0.10
Remembrance	W	Ř	4.00	3.00	3.0
Remote Isle	L	C	0.25	0.25	0.10
Reprocess	В	R	3.50	3.00	3.0
Rescind »	Ü	C	0.25	0.25	0.10
Retaliation	G	Ŭ	1.00	1.00	0.8
Retromancer	Ř		0.25	0.25	0.10
Rewind	Ü	C	0.25	0.25	0.10
Rumbling Crescendo	Ř	Ř	4.00	4.00	3.0
Rune of Protection: Artifacts	W	U	1.00	1.00	0.8
Rune of Protection: Black	W	C	0.25	0.25	0.10
Rune of Protection: Blue	W	С	0.25	0.25	0.10
Rune of Protection: Green	W	C	0.25	0.25	0.10
Rune of Protection: Lands	W	R	3.00	3.00	2.8
Rune of Protection: Red	W	C	0.25	0.25	0.10
Rune of Protection: White	W	C	0.25	0.25	0.10
Sanctum Custodian	W	C	0.25	0.25	0.10
Sanctum Guardian	W	U	1.00	1.00	0.80
Sandbar Merfolk	U	С	0.25	0.25	0.10
Sandbar Serpent	U	U	1.00	1.00	0.7
Sanguine Guard	В	U	1.00	1.00	0.80
Scald	R	U	1.10	1.00	0.8
Scoria Wurm	R	R	4.00	4.00	3.00
Scrap	R	С	0.25	0.25	0.10
Seasoned Marshal	W	U	1.00	1.00	0.80
Serra Avatar	W		10.00	9.00	6.8
Serra Zealot	W	С	0.25	0.25	0.10
Serra's Embrace	W	U	1.00	1.00	0.80
Serra's Hymn	W	U	1.00	1.00	0.80
Serra's Liturgy	W	R	3.00	3.00	3.00
Serra's Sanctum	L	R	4.50	4.00	3.00
Shimmering Barrier	W	U	1.00	1.00	0.70
Shiv's Embrace	R	U	1.00	1.00	0.70
Shivan Gorge	L	R	5.00	4.00 ▼	3.50
Shivan Hellkite	R	R	6.30	5.30 ▼	4.00
Shivan Raptor	R	U	1.00	1.00	0.80
Show and Tell	U	R	4.90	4.00 ▼	3.00
Shower of Sparks	R	C	0.25	0.25	0.10
Sicken	В	С	0.25	0.25	0.10
Silent Attendant	W	C	0.25	0.25	0.10
Skirge Familiar	В	U	1.00	1.00	0.80
Skittering Skirge	В	С	0.25	0.25	0.10
Sleeper Agent	В	R	4.00	3.50 🛦	3.00
Slippery Karst	L	С	0.25	0.25	0.10
Smokestack	A	R	5.00	4.00 ▼	3.00
Smoldering Crater	L	С	0.25	0.25	0.10
Sneak Attack	R	R	7.00	5.00 ▼	3.90
Somnophore	U	R	4.00	4.00	3.50
Songstitcher	W	U	1.00	1.00	0.70
Soul Sculptor	W	R	4.00	4.00	3.00
Spined Fluke	В	U	1.00	1.00	0.80
Spire Owl	U	C	0.25	0.25	0.10
Sporogenesis	G	R	4.00	3.80 ▼	3.00
Spreading Algae	G	U	1.00	1.00	0.80
Steam Blast	R	U	1.00	1.00	0.80
Stern Proctor	U	Ū	1.00	1.00	0.80
Stroke of Genius	U	R	8.00	5.00 ▼	5.00
Sulfuric Vapors	R	R	4.00	4.00	3.50
Sunder	U	R	4.30	3.00 ▼	3.00
Swamp (4 Versions)	L	L	0.20	0.10	0.10
Symbiosis	G	C	0.25	0.25	0.10
Tainted AEther	В	R	4.00	3.00	3.00
Telepathy	U	U	1.00	1,00	0.80
Temporal Aperture	A	R	4.80	3.00 🔻	3.00
Thran Quarry	L	R	6.80	5.00 ▼	4.00
Thran Turbine Thundering Giant	A	U	1.00	1.00	0.80
Thundering Giant Time Spiral	R	R	1.00	1.00	0.80
Titania's Boon	G	U	8.00	5.00 7	3.50
		U	1.00	1.00	0.80
Titania's Chosen Tolarian Academy	G	R	1.00	1.00	0.80
Tolarian Winds	L	C	6.00 0.25	5.00 ▼ 0.25	3.00
Torch Song	R	U	1.00	1.00	0.10
Treefolk Seedlings	G	U	1.00	1.00	0.80
Treetop Rangers	G	C	0.25	0.25	0.80
Turnabout	U	Ü	1.00	1.00	0.10
Umbilicus	A	R	4.00	4.00	3.00
Unnerve	B	C	0.25	0.25	0.10
	В	0	0.25	0.25	0.10
Unworthy Dead Urza's Armor	A	C	1.00	1.00	0.10
Vampiric Embrace	B	U	1.00	1.00	0.80
Vebulid	В	R	3.00	3.00	2.80
Veil of Birds	Ü	C	0.25	0.25	0.10
Veiled Apparition	ŭ	Ü	1.00	1.00	0.80
Veiled Crocodile	Ü	R	3.00	3.00	2.80
Veiled Sentry	Ŭ	Ü	1.00	1.00	0.80
Veiled Serpent	ŭ	C	0.25	0.25	0.10
Venomous Fangs	G	C	0.25	0.25	0.10
Vernal Bloom	G	R	4.40	3.00	3.00
Viashino Outrider	R	C	0.25	0.25	0.10
Viashino Runner	n R	C	0.25	0.25	0.10
Viashino Sandswimmer	R	R	3.80	3.00	3.00
Viashino Weaponsmith	R	C	0.25	0.25	0.10
Victimize	B	Ü	1.00	1.00	0.10
* IOUITREO		U	1.00	1.00	0.00

Whirlwind Wild Dogs Wildfire Windfall Winding Wurm	A G G R U G	RRRCRUC	4.00 4.00 3.90 0.25 4.90 1.00 0.25	1.00 4.00 3.50 v 0.25 4.00 v 1.00 0.25	3.00 0.10
Wirecat	A	U	1.00		0.70
Witch Engine	В	R	3.80	3.50 ▼	
Wizard Mentor Worn Powerstone	U	C	0.25	0.25	0.10
Worship	W	R	6.80	6.00	5.00
Yawgmoth's Edict	В	Ü	1.00	1.00	0.80
Yawgmoth's Will	В	R	6.80	₹ 5.00 ▼	
Zephid	U	R	4.00	3.50 ▼	
Zephid's Embrace	U	U	1.00	1.00	0.80
Total		6	59.40	581.80	468.90





rza's Legacy Set	140.00	140.00 🛦	115.00
oil Set	795.00	795.00 🛦	795.00
ooster Box	106.25	105.00 ▼	57.00
re-con Decks	10.00	10.00	8.30
ooster Pack	8.40	6.80 ▲	5.10
oil Rares	17.50	10.00	9.00
oil Uncommons	5.50	4.00	3.00
oil Commons	2.80	2.00	1.00

Contract to the Contract Contr				
TOP FOIL CARDS	COL	RAR UPPER	MEDIAN	LOWER
Defense Grid	A	R 20.00	10.00	10.00
Deranged Hermit	G	R 20.00	14.00 ▼	11.50
Grim Monolith	A	R 20.00	12.00	10.00
Might of Oaks	G	R 20.00	12.00	10.00
Multani, Maro-Sorcerer	G	R 20.00	13.50 🛦	10.00
Palinchron	U	R 20.00	11.00 🛦	10.00
Radiant, Archangel	W	R 20.00	11.00 V	10.00
Ring of Gix	A	R 20.00	12.00	10.00
Shivan Phoenix	R	R 20.25	10.00	10.00
Weatherseed Treefolk	G	R 20.00	10.00	10.00

Ring of Gix Shivan Phoenix	R	R 20.00 R 20.25	12.00	10.00
Weatherseed Treefolk	G	R 20.00	10.00	10.00
CARD NAME		RAR UPPER		
About Face	R	C 0.25	0.20	0.10
Angelic Curator	W	C 0.25	0.20	0.10
Angel's Trumpet	A	U 1.00	0.80 🔻	0.50
Anthroplasm	U	R 3.60	3.30 ▼	3.00
Archivist		R 4.30	4.00	3.80
Aura Flux Avalanche Riders	U R	C 0.25	0.20	0.10
Beast of Burden	A	R 4.30	3.00	3.00
Blessed Reversal	w	R 4.00	3.00 ▼	3.00
Bloated Toad	G	U 1.00	0.90	0.50
Bone Shredder	В	U 1.00	1.00	0.00
Bouncing Beebles	ŭ	C 0.25	0.20	0.10
Brink of Madness	В	R 4.00	3.80 ▼	3.00
Burst of Energy	W	C 0.25	0.20	0.10
Cessation	W	C 0.25	0.20	0.10
Cloud of Faeries	Ü	C 0.25	0.20	0.10
Crawlspace	A	R 4.00	3.50 ▼	3.00
Crop Rotation	G	C 0.25	0.20	0.10
Damping Engine	Α	R 4.00	4.00	3.00
Darkwatch Elves	G	U 1.00	0.90	0.50
Defender of Chaos	R	C 0.25	0.20	0.10
Defender of Law	W	C 0.25		0.10
Defense Grid	A	R 5.30	5.00	3.80
Defense of the Heart	G	R 5.00	4.00	3.80
Delusions of Mediocrity	U	R 5.00	4.00	3.80
Deranged Hermit	G	R 6.40	5.90	5.00
Devout Harpist	W	C 0.25	0.20	0.10
Engineered Plague	В	U 1.00	1.00	0.50
Erase Eviscerator	W	C 0.25 R 4.00	0.20 3.70 V	0.10 3.00
Expendable Troops	W	C 0.25		0.10
Faerie Conclave	L	U 1.00		1.00
Fleeting Image	Ū	R 5.00	4.00 ▼	3.40
Fog of Gnats	B		0.20	0.10
Forbidding Watchtower	Ĺ	U 1.00	1.00	0.90
Frantic Search	ũ	C 0.25	0.20	0.10
Gang of Elk	G	U 1.00	0.80 ▼	0.50
Ghitu Encampment	Ĺ	U 1.00	1.00	0.90
Ghitu Fire-Eater	R	U 1.00	0.90	0.50
Ghitu Slinger	R	C 0.25	0.20	0.10
Ghitu War Cry	R	U 1.00	0.90	0.50
Giant Cockroach	В	C 0.25	0.20	0.10
Goblin Medics	R	C 0.25		0.10
Goblin Welder	R	R 4.00	3.50 ▼	3.00
Granite Grip	R	C 0.25	0.20	0.10
Grim Monolith	A	R 5.80	5.10	5.00
Harmonic Convergence	G	U 1.00 R 4.00	0.90 3.50 V	0.50 3.00
Hidden Gibbons Hope and Glory	W		0.90	0.50
Impending Disaster	R	R 4.30	3.50 ▼	3.00
Intervene	ü	C 0.25	0.20	0.10
Iron Maiden	A	R 4.30	4.00	3.00
Iron Will	W	C 0.25	0.20	0.10
Jhoira's Toolbox	A		0.60▼	0.50
Karmic Guide	W	R 4.30	3.70 ▼	3.00

Knighthood	W	U	1.00	1.00	0.7
Last-Ditch Effort	R	Ü	1.00	1.00	0.7
Lava Axe	R	Č	0.25	0.20	0.1
Levitation	Ü	U	1.00	1.00	0.7
Lone Wolf	G	Ū	1.00	0.90	0.5
Lurking Skirge	В	R	3.60	3.00	3.0
Martyr's Cause Memory Jar	W	U R	1.00 5.00	0.90 3.80 v	0.5 3.0
Might of Oaks	G	R	6.00	6.00	5.0
Miscalculation	Ŭ	C	0.25	0.20	0.1
Molten Hydra	Ř	R	4.00	4.00	3.0
Mother of Runes	W	U	1.00	1.00	0.9
Multani, Maro-Sorcerer	G	R	7.10	5.50 ▼	3.6
Multani's Acolyte	G	C	0.25	0.20	0.1
Multani's Presence No Mercy	G B	U R	1.00 5.30	1.00 4.50 V	0.7 3.6
Opal Avenger	W	R	3.60	3.30 ▼	3.0
Opal Champion	W	C	0.25	0.20	0.1
Opportunity	U	U	1.00	1.00	0.9
Ostracize	В	С	0.25	0.20	0.1
Palinchron	U	R	6.30	5.00	4.5
Parch	R	С	0.25	0.20	0.1
Peace and Quiet	W	Ū	1.00	0.90	0.5
Phyrexian Broodlings Phyrexian Debaser	B	C	0.25	0.20	0.1
Phyrexian Defiler	В	Ü	1.00	0.20	0.1
Phyrexian Denouncer	В	Č	0.25	0.20	0.1
Phyrexian Plaguelord	В	Ř	5.00	4.50 ▲	
Phyrexian Reclamation	В	U	1.00	1.00	0.7
Plague Beetle	В	С	0.25	0.20	0.1
Planar Collapse	W	R	5.00	5.00	3.6
Purify	W	R	4.30	4.00	3.0
Pygmy Pyrosaur Pyromancy	R	C R	0.25 5.00	0.20 4.50 V	0.1 3.0
Quicksilver Amulet	A	R	5.00	4.10	3.8
Rack and Ruin	R	Ü	1.00	1.00	0.5
Radiant, Archangel	W	R	6.30	5.50 ▼	3.8
Radiant's Dragoons	W	U	1.00	1.00	0.7
Radiant's Judgment	W	C	0.25	0.20	0.1
Rancor	G	C	0.30	0.25	0.1
Rank and File Raven Familiar	B	U	1.00	0.90	0.5
Rebuild	Ü	U	1.00	1.00	0.7
Repopulate	G	C	0.25	0.20	0.3
Ring of Gix	A	R	6.40	5.50 ▼	4.1
Rivalry	R	R	3.30	3.00	3.0
Scrapheap	A	R		3.00	3.0
Second Chance	U	R	5.30	4.50	3.8
Shivan Phoenix Sick and Tired	R B	R	6.00 0.25	5.30	4.3 0.1
Silk Net	G	C	0.25	0.20	0.1
Simian Grunts	G	Č	0.25	0.20	0.1
Sleeper's Guile	В	Č	0.25	0.20	0.1
Slow Motion	U	С	0.25	0.20	0.1
Sluggishness	R	C	0.25	0.20	0.1
Snap Snap	U	C	0.25	0.20	0.1
Spawning Pool	L B	U R	1.00	1.00	0.9
Subversion Sustainer of the Realm	W	Ü	1.00	4.00 1.00	3.4 0.7
Swat	В	Č	0.25	0.20	0.1
Tethered Skirge	В	Ŭ	1.00	0.90	0.5
Thornwind Faeries	U	С	0.25	0.20	0.1
Thran Lens	A	R	5.00	4.50 ▲	3.0
Thran War Machine	A	U	1.00	0.90	0.5
Thran Weaponry Ticking Gnomes	A	R	4.00	3.30 🔻	3.0
Tinker	A	U	1.00	0.90	0.5 0.5
Tragic Poet	W	C	0.25	0.20	0.1
Treacherous Link	В	Ŭ	1.00	0.90	0.5
Treefolk Mystic	G	C	0.25	0.20	0.1
Treetop Village	L	U	1.00	1.00	1.0
Unearth	В	C	0.25	0.20	0.1
Urza's Blueprints	A	R	4.00	3.50 ▼	3.0
Viashino Bey Viashino Cutthroat	R	C	0.25	0.20	0.1
Viashino Heretic	R	U	1.00	0.90	0.5
Viashino Sandscout	R	Č	0.25	0.20	0.1
Vigilant Drake	Ü	C	0.25	0.20	0.1
Walking Sponge	U	U	1.00	0.90	0.5
Weatherseed Elf	G	C	0.25	0.20	0.1
Weatherseed Faeries	U	C	0.25	0.20	0.1
Weatherseed Treefolk Wheel of Torture	G	R R	5.30	5.00	3.8
Wing Snare	G	U	1.00	0.90	3.0 0.5
Yavimava Granger	G	C	0.25	0.20	0.1
Yavimaya Scion	G	С	0.25	0.20	0.1
Yavimaya Wurm	G	С	0.25	0.20	0.1
Total		2	65.40	234.95	184.7
THE PERSON NAMED IN COLUMN	KANS	-	- stores	W	or to revenue





Urza's Destiny Set	140.00	140.00	140.00
Foil Set	737.50	725.00 4	712.50
Booster Box	105.00	105.00 ▼	105.00
Pre-Constructed Deck	10.00	10.00	9.50
Booster Pack	6.00	5.00 ▲	4.30
Premium Foil Rares	UR 12.00	10.00	10.00
Premium Foil Uncommons	UR 5.50	3.50▼	3.00
Premium Foil Commons	UR 2.40	1.50 ▼	1.00

TUF FUIL GANDS	UUL	NAN UFFEI	I MIEDIAN	TOME
Covetous Dragon	R	R 17.50	12.00 ▼	11.00
Donate	U	R 17.50	10.00 ▼	10.00
Elvish Piper	G	R 16.00	10.00 ▼	10.00
Masticore	A	R 22.50	20.00	16.50
Phyrexian Negator	В	R 16.50	10.00	10.00

Powder Keg	A	R 17.50	14.00 ▼	10.00
Replenish	W	R 17.00	10.00 ▼	10.00
Rofellos, Llanowar Emissary	G	R 16.00	12.00	10.00
Thorn Elemental	G	R 16.00	12.00	10.00
Treachery	U	R 17.50	14.00 🛦	10.00
Yawgmoth's Bargain	В	R 17.50	12.00 V	10.00

Treachery Yawgmoth's Bargain	Ü	R	17.50 17.50	14.00 A	10.00
				MEDIAN	
Academy Rector	W	R	6.50	5.00	4.90
Æther Sting Ancient Silverback	R	U R	1.00 5.00	1.00	0.60 3.80
Apprentice Necromancer	В	R	4.00	4.00	3.30
Archery Training Attrition	W	U R	1.00	1.00 4.00 v	0.60 3.30
Aura Thief	U	R	4.50	4.00	3.50
Blizzard Elemental Bloodshot Cyclops	U R	R R	4.00	4.00	3.40
Body Snatcher	В	R	4.00	3.50 ▼	3.00
Braidwood Cup Braidwood Sextant	A	U	1.00	1.00	0.60
Brass Secretary	A	U	1.00	1.00	0.60
Brine Seer Bubbling Beebles	U	U	1.00	1.00	0.60
Bubbling Muck	В	C	0.25	0.25	0.10
Caltrops Capashen Knight	A	U C	1.00	1.00	0.80
Capashen Standard	W	C	0.25	0.25	0.10
Capashen Templar Carnival of Souls	W	R	0.25 3.60	0.25 3.00	0.10 3.00
Chime of Night	В	C	0.25	0.25	0.10
Cinder Seer Colos Yearling	R	U	1.00	1.00	0.60
Compost	G	U	1.00	1.00	1.00
Covetous Dragon Disappear	R	R	6.50 1.00	5.00▼ 1.00	4.00 0.60
Disease Carriers	В	C	0.25	0.25	0.10
Donate Dying Wail	B	R	5.00	5.00 A 0.25	4.00 0.10
Elvish Lookout	G	C	0.25	0.25	0.10
Elvish Piper Emperor Crocodile	G	R R	5.80	5.00 ▼ 5.00	5.00 3.50
Encroach	В	U	1.00	1.00	0.50
Eradicate Extruder	B	U	1.00	1.00	0.80
False Prophet	W	R	5.00	5.00	0.50 3.30
Fatigue Fend Off	U	C	0.25	0.25 0.25	0.10 0.10
Festering Wound	В	U	1.00	1.00	0.50
Field Surgeon Flame Jet	W	C	0.25	0.25	0.10
Fledgling Osprey	U	CCC	0.25	0.25	0.10
Flicker Fodder Cannon	W	R	3.80	3.00 1.00	3.00 0.60
Gamekeeper	G	U	1.00	1.00	0.50
Goblin Berserker Goblin Festival	R	U R	1.00	1.00	0.60 3.00
Goblin Gardener	R	C	0.25	0.25	0.10
Goblin Marshal Goblin Masons	R	R	4.50 0.25	3.00 ▼ 0.25	3.00 0.10
Goliath Beetle	G	C	0.25	0.25	0.10
Heart Warden Hulking Ogre	G	C	0.25	0.25 0.25	0.10 0.10
Hunting Moa	G	C	1.00	1.00	0.60
Illuminated Wings Impatience	R	R	0.25 3.40	0.25 3.00	0.10 3.00
Incendiary Iridescent Drake	R	U	1.00	1.00	0.60
Ivy Seer	G	U	1.00	1.00	0.60
Jasmine Seer Junk Diver	W	UR	1.00 4.50	1.00 3.00 ▼	0.60 3.00
Keldon Champion	R	U	1.00	1.00	0.60
Keldon Vandals Kingfisher	R	C	0.25	0.25 0.25	0.10
Landslide	R	U	1.00	1.00	0.60
Lurking Jackals Magnify	G	C	1.00	1.00 0.25	0.60
Mantis Engine	A	U	1.00	1.00	0.50
Mark of Fury Marker Beetles	R	C	0.25	0.25 0.25	0.10
Mask of Law and Grace	W	C	0.25	0.25	0.10
Master Healer Masticore	W	R	4.00	4.00 8.80 ▼	3.40 6.50
Mental Discipline	U	C	0.25	0.25	0.10
Metalworker Metathran Elite	A U	R	4.60	4.00 1.00	3.50 0.60
Metathran Soldier	U	С	0.25	0.25	0.10
Momentum Multani's Decree	G	C	1.00	1.00	0.60
Nightshade Seer	В	U	1.00	1.00	0.60
Opalescence Opposition	W	R R	5.00	5.00	3.50 5.00
Pattern of Rebirth	G	R	4.50	3.00 ▼	3.00
Phyrexian Monitor Phyrexian Negator	B	C R	0.25 5.50	0.25 5.00	0.10 3.50
Plague Dogs Plated Spider	B	U	1.00	1.00 0.25	0.50
Plated Spider Plow Under	G	R	5.00	5.00	5.00
Powder Keg	A	R	6.50	5.00 1.00	4.90 0.60
Private Research Quash	U	U	1.00	1.00	0.80
Rapid Decay Rayenous Rats	B	R	4.00 0.25	3.00 ▼ 0.25	3.00 0.10
Rayne, Academy Chancellor	U	R	4.50	4.00	3.50
Reckless Abandon Reliquary Monk	R	C	0.25	0.25 0.25	0.10
Repercussion	R	R	4.00	4.00	3.00
Replenish Rescue	W	R C	5.50 0.25	5.00 0.25	5.00 0.10
Rofellos, Llanowar Emissary	G	R	5.50	5.00	3.50







Rofellos's Gift	G	C	0.25	0.25	0.10
Sanctimony	W	U	1.00	1.00	0.80
Scent of Brine	U	C	0.25	0.25	0.10
Scent of Cinder	R	C	0.25	0.25	0.10
Scent of Ivy	G	C	0.25	0.25	0.10
Scent of Jasmine	W	C	0.25	0.25	0.10
Scent of Nightshade	В	C	0.25	0.25	0.10
Scour	W	U	1.00	1.00	0.80
Scrying Glass	A	R	4.00	3.50 ▼	3.30
Serra Advocate	W	U	1.00	1.00	0.60
Sigil of Sleep	U	C	0.25	0.25	0.10
Skittering Horror	В	C	0.25	0.25	0.10
Slinking Skirge	В	C	0.25	0.25	0.10
Solidarity	W	C	0.25	0.25	0.10
-Soul Feast	В	U	1.00	1.00	0.80
Sowing Salt	R	U	1.00	1.00	0.60
Splinter	G	U	1.00	1.00	0.80
Squirming Mass	В	C	0.25	0.25	0.10
Storage Matrix	A	R	4.00	3.00 ▼	3.00
Taunting Elf	G	C	0.25	0.25	0.10
Telephatic Spies	U	C	0.25	0.25	0.10
Temporal Adept	U	R	5.00	4.00	3.50
Tethered Griffin	W	R	4.50	4.00	3.50
Thieving Magpie	U	U	1.00	1.00	0.80
Thorn Elemental	G	R	6.50	5.50▼	5.00
Thran Dynamo	Α	U	1.00	1.00	0.60
Thran Foundry	Α	U	1.00	1.00	0.80
Thran Golem	A	R	4.80	4.00	
Tormented Angel	W	С	0.25	0.25	0.10
Treachery	U	R	5.80	5.00 ₹	5.00
Trumpet Blast	R	C	0.25	0.25	0.10
Twisted Experiment	В	C	0.25	0.25	0.10
Urza's Incubator	A	R	4.00	4.00	3.00
Voice of Duty	W	U	1.00	1.00	0.60
Voice of Reason	W	U	1.00		0.60
Wake of Destruction	R	R	5.00	4.00 ₹	3.50
Wall of Glare	W	C	0.25	0.25	0.10
Wild Colos	R	C	0.25	0.25	0.10
Yavimaya Elder	G	C	0.25	0.25	0.10
Yavimaya Enchantress	G	U	1.00	1.00	0.80
Yavimaya Hollow	L	R	5.00	5.00	3.00
Yawgmoth's Bargain	В	R	6.50	6.00	5.00
Total		2	75.35	248.05	197.10





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Mercadian Masques Set (no foils) 312.50	275.00▼	237.50
Mercadian Masques Foil Set 1,400.00 1	,300.00 ▲1	,200.00
Complete Set (incl. Foil) 1,550.00 1	,500.00 ▲1	,450.00
Mercadian Masques Booster Box 90.25	88.50▼	86.75
Tournament Deck Box 92.50	90.004	87.50
Pre-Constructed Deck Box 86.25	82.50▼	78.75
Booster Pack 3.30	3.30	3.30
Tournament Deck 10.00	9.50▼	9.00
Pre-Constructed Deck 10.00	9.50▼	9.00
Premium Foil Rares UR 11.50	6.50▼	6.00
Premium Foil Uncommons UR 5.60	3.00	2.30
Premium Foil Commons UR 2.50	1.00	1.00

TOP FOIL CARDS	COL	RAR UPPER	MEDIAN	LOWER
Delraich	В	R 15.00	9.00	8.00
Dust Bowl	L	R 17.50	12.00 ▲	9.00
Misdirection	U	R 18.00	15.00▲	10.00
Nether Spirit	В	R 16.50	10.00 ▼	8.50
Rishadan Port	L	R 25.00	25.00 ▲	16.00
Squee, Goblin Nabob	R	R 20.00	15.00	13.50
Thrashing Wumpus	В	R 15.00	10.00 ▼	9.00
Two-Headed Dragon	R	R 17.50	14.00▲	11.50
Unmask	В	R 15.00	9.00	8.00

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Aerial Caravan	U	R	4.00	3.00	3.00
Afterlife	W	U	1.00	1.00	0.50
Alabaster Wall	W	C	0.25	0.25	0.10
Alley Grifters	В	C	0.25	0.25	0.15
Ancestral Mask	G	C	0.25	0.25	0.10
Armistice	W	R	4.00	3.00	3.00
Arms Dealer	R	U	1.00	0.80 ₹	0.50
Arrest	W	U	1.00	0.80 7	0.50

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Assembly Hall	A	R
Ballista Squad	W	U
Balloon Peddler Barbed Wire	U	C
Barbed Wire Bargaining Table	A	R
Battle Rampart Battle Squadron	R	C R
Bifurcate	G	R
Black Market Blaster Mage	B	R
Blockade Runner	U R	C
Blood Hound Blood Oath	R	R
Boa Constrictor Bog Smugglers Bog Witch	G B	U
Bog Witch	В	CCC
Brainstorm Brawl	U R	C R
Briar Patch	G	U
Bribery	U.	R
Buoyancy Cackling Witch	В	U
Caller of the Hunt Cateran Brute	G B	R
Cateran Enforcer	В	U
Cateran Kidnappers Cateran Overlord	B	U R
Cateran Persuader	В	C
Cateran Slaver Cateran Summons	B	R
Caustic Wasps	G	U
Cave Sense Cave-In	R	C R
Cavern Crawler	R	C
Ceremonial Guard Chambered Nautilus	R	C
Chameleon Spirit	Ü	U
Charisma Charm Peddler	W	R
Charmed Griffin	W	U
Cho-Arrim Alchemist Cho-Arrim Bruiser	W	R R
Cho-Arrim Legate	W	U
Cho-Manno, Revolutionary Cho-Manno's Blessing	W	R
Cinder Elemental	R	U
Clear the Land Close Quarters	G	R
Cloud Sprite	U	C
Coastal Piracy	U	U R
Collective Unconscious Common Cause	W	R
Conspiracy Cornered Market	B	R
Corrupt Official	В	R
Counterspell Cowardice	U	C R
Crackdown	W	R
Crag Saurian Crash	R	R
Credit Voucher	A	U
Crenellated Wall Crooked Scales	A	U R
Crossbow Infantry	W	C
Crumbling Sanctuary Customs Depot	A	R
Dark Ritual	В	C
Darting Merfolk Dawnstrider	U	C
Deadly Insect	G	C
Deathgazer Deepwood Drummer	B	C
Deepwood Elder	G	R
Deepwood Ghoul Deepwood Legate	B	C
Deepwood Tantiv	G	U
Deepwood Wolverine Dehydration	G	C
Delraich	В	R
Desert Twister Devout Witness	G	C
Diplomatic Escort Diplomatic Immunity	U	U
Diplomatic Immunity Disenchant	U	C
Distorting Lens	A	R
Drake Hatchling Dust Bowl	L	C R
Embargo	U	R
Energy Flux Enslaved Horror	U B	U
Erithizon	G	R
Extortion Extravagant Spirit	B	R
Eye of Ramos	A	R
False Demise Ferocity	U	U
Flailing Manticore	R	R
Flailing Ogre Flailing Soldier	R	C
Flaming Sword	R	C
Food Chain Forced March	G B	R
Forest	L	L
Foster Fountain of Cho	G	R
Fountain Watch	W	R

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Fresh Volunteers

Furious Assault Game Preserve 4.00 1.00 0.25 1.00 5.00 0.25 4.10 4.10

Gerrard's Irregulars	R	С	0.25
Ghoul's Feast	В	U	1.00
Giant Caterpillar Glowing Anemone	G	C	1.00
Groundskeeper	G	U	1.00
Gush	U	C	1.00
Hammer Mage Haunted Crossroads	R	U	1.00
Heart of Ramos	A	R	4.10
Henge Guardian	A	U	1.00
Henge of Ramos Hickory Woodlot	L	C	0.25
High Market	Ĺ	Ř	5.00
High Seas	U	U	1.00
Highway Robber Hired Giant	B	C	1.00
Honor the Fallen	W	R	
Hoodwink	U	C	5.00
Horn of Plenty Horn of Ramos	A	R R	4.00
Horned Troll	G	Ċ	0.25
Howling Wolf Hunted Wumpus	G	C	0.25
Ignoble Soldier	G	U	1.00
Indentured Djinn	Ü	Ŭ	1.00
Instigator	В	R	4.00
Insubordination Intimidation	B B	C	1.00
Invigorate	G	C	0.25
Inviolability	W	C	0.25
Iron Lance Island	A	U	1.00
Ivory Mask	W	R	6.00
Jeweled Torque	Α	U	1.00
Jhovall Queen Jhovall Rider	W	R	5.10
Karn's Touch	U	R	4.00
Kris Mage	R	С	0.25
Kyren Archive Kyren Glider	A R	R	4.00
Kyren Legate	R	Ü	1.00
Kyren Negotiations	R	U	1.00
Kyren Sniper Kyren Toy	R	C	0.25
Land Grant	A	R C	4.10 0.25
Larceny	В	U	1.00
Last Breath	W	U R	1.00
Lava Runner Ley Line	G	Ü	5.00
Liability	В	R	4.10 0.25
Lightning Hounds Lithophage	R R	C	0.25 4.60
Lumbering Satyr	G	R	1.00
Lunge	R	C	0.25
Lure Maggot Therapy	G B	C	1.00
Magistrate's Scepter	A	R	5.00
Magistrate's Veto	R	U	1.00
Megatherium Mercadian Atlas	G	R R	5.00
Mercadian Bazaar	Ĺ	Ü	1.00
Mercadian Lift	A	R	3.40
Mercadia's Downfall Midnight Ritual	R B	U R	1.00 4.30
Misdirection	Ū	R	6.20
Misshapen Fiend	В	C	0.25
Misstep Molting Harpy	U B	C	1.00
Moment of Silence	W	C	0.25
Monkey Cage Moonlit Wake	A	R	5.00
Mountain	W	U	1.00 0.15
Muzzle	W	C	0.25
Natural Affinity	G	R	4.10
Nether Spirit Nightwind Glider	B	R	6.90 0.25
Noble Purpose	W	U	1.00
Notorious Assassin	В	R	5.00
Ogre Taskmaster Orim's Cure	R	C	1.00 0.25
Overtaker	U	R	5.00
Panacea	A	U	1.00
Pangosaur Peat Bog	L	R C	4.30 0.25
Pious Warrior	W	С	0.25
Plains	L	L	0.18
Port Inspector Power Matrix	A	R	0.25 5.00
Pretender's Claim	В	U	1.00
Primeval Shambler	B A	U	1.00
Puffer Extract Pulverize	R	.U R	1.00 4.10
Puppet's Verdict	R	R	4.00
Putrefaction Ouagmire Lamprey	B	U	1.00
Quagmire Lamprey Rain of Tears	В	U	1.00
Ramosian Captain Ramosian Commander	W	U	1.00
Ramosian Commander	W	U	1.00
Ramosian Lieutenant Ramosian Rally	W	C	0.25
Ramosian Sergeant	W	C	0.30
Ramosian Sky Marshal Rampart Crawler	W	R	5.00
Rappelling Scouts	W	R	4.30
Remote Farm	L	С	0.25
Renounce Revered Elder	W	C	0.25
Reverent Mantra	W	R	4.20
Revive	G	Ü	1.00
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0.10	Righteous Aura	W	U	1.00	0.90	0.50
0.70	Righteous Indignation	W	Ü	1.00	0.60▼	0.50
0.10	Rishadan Airship	Ü	C	0.25	0.25	0.10
0.50	Rishadan Brigand	Ŭ	Ř	4.10	3.50 ▼	3.00
0.50	Rishadan Cutpurse	U	C	0.25	0.25	0.10
0.10	Rishadan Footpad	U	U	1.00	0.90	0.50
0.70	Rishadan Pawnshop	Α	R	4.30	4.00	3.00
0.50	Rishadan Port	L	R ·	15.00	10.00 ▼	7.30
3.00	Robber Fly	R	U	1.00	0.90	0.70
0.50	Rock Badger	R	U	1.00	0.60 7	0.45
0.90	Rouse	В	C	0.25	0.25	0.10
0.10	Rushwood Dryad	G	C	0.25	0.25	0.10
3.40	Rushwood Elemental	G	R	5.00	4.50 ▼	3.00
0.70	Rushwood Grove	Ĺ	U	1.00	0.80▼	0.50
0.10	Rushwood Herbalist	G	C	0.25	0.25	0.10
0.50	Rushwood Legate	G	U	1.00	1.00	0.70
3.80	Saber Ants	G	U	1.00	0.90	0.50
0.10	Sacred Prey	G	C	0.25	0.25	0.10
3.00	Sailmonger	U	U	1.00	0.90	0.50
3.00	Sand Squid	U	R	4.00	3.00	3.00
0.10	Sandstone Needle	L	C	0.25	0.25	0.10
0.10	Saprazzan Bailiff	U	R	4.10	3.00	2.90
0.70	Saprazzan Breaker	Ų	U	1.00	0.90	0.50
0.50	Saprazzan Cove	L	U	1.00	1.00	0.50
0.70	Saprazzan Heir	Ü	R	4.10	3.50 ▼	3.00
3.00	Saprazzan Legate	U	Ũ	1.00	0.90	0.50
0.10 0.70	Saprazzan Outrigger	U	C	0.25	0.25	0.10
0.70	Saprazzan Raider	L	C	0.25	0.25	0.10
0.10	Saprazzan Skerry Scandalmonger	В	C	0.25 1.00	0.25	0.10
0.50	Security Detail	W	R.	4.10	0.80▼	3.00
0.10	Seismic Mage	R	R	5.00	5.00	3.80
4.30	Sever Soul	В	C	0.25	0.25	0.10
0.50	Shock Troops	R	C	0.25	0.25	0.10
3.80	Shoving Match	Ü	Ü	1.00	0.25	0.50
0.50	Silent Assassin	В	Ř	4.10	3.80 ▲	3.00
3.00	Silverglade Elemental	G	C	0.25	0.25	0.10
0.10	Silverglade Pathfinder	G	Ü	1.00	0.80 🔻	0.50
3.00	Sizzle	R	Č	0.25	0.25	0.10
0.10	Skulking Fugitive	В	Č	0.25	0.25	0.10
0.70	Skull of Ramos	A	R	4.10	3.00	3.00
0.70	Snake Pit	G	U	1.00	1.00	0.70
0.10	Snorting Gahr	G	C	0.25	0.25	0.10
3.00	Snuff Out	В	C	0.25	0.25	0.10
0.20	Soothing Balm	W	C	0.25	0.25	0.15
0.70	Soothsaying	U	U	1.00	1.00	0.70
0.50	Soul Channeling	В	C	0.25	0.25	0.10
3.00	Specter's Wail	В	C	0.25	0.25	0.10
0.50	Spidersilk Armor	G	C	0.25	0.25	0.10
3.60	Spiritual Focus	W	R	5.00	3.50	3.00
0.10	Spontaneous Generation	G	R	5.00	5.00	3.80
3.80	Squall	G	C	0.25	0.25	0.10
0.50	Squallmonger	G	U	1.00	0.90	0.50
0.10	Squee, Goblin Nabob	R	R	8.00	8.00	8.00
0.50	Squeeze	ñ	R	5.00	4.00	3.40
0.10	Stamina	G	U	1.00	1.00	0.70
3.00 0.70	Statecraft Stoodfoot Guard	W	R	4.00	3.00	3.00
3.80	Steadfast Guard	U	C	0.25	0.25	0.15
3.00	Stinging Barrier Stone Rain	R	C	0.25	0.25	0.15
0.50	Story Circle	W	Ü	1.10	1.00	0.10
2.90	Strongarm Thug	В	Ü	1.00	0.80 🔻	0.50
0.50	Subterranean Hangar	L	Ü	1.00	1.00	0.50
3.00	Sustenance	Ğ	Ü	1.00	0.80 7	0.50
5.80	Swamp	Ĺ	Ĺ	0.15	0.10	0.10
0.10	Task Force	W	Č	0.25	0.25	0.10
0.10	Tectonic Break	R	Ř	5.00	5.00	3.80
0.50	Territorial Dispute	R	R	4.00	4.00	3.80
0.10	Thermal Glider	W	C	0.25	0.25	0.10
3.00	Thieves' Auction	R	R	4.00	3.00	3.00
0.70	Thrashing Wumpus	В	R	7.00	5.50 ▼	5.00
0.10	Thunderclap	R	C	0.25	0.25	0.10
0.10	Thwart	U	U	1.10	1.00	0.90
3.80	Tidal Bore	U	C	0.25	0.25	0.10
4.80	Tidal Kraken	U	R	6.00	5.00	3.40
0.10	Tiger Claws	G	C	0.25	0.25	0.10
0.70	Timid Drake	U	U	1.00		0.50
3.80	Tonic Peddler	W	U	1.00	1.00	0.70
0.50 0.10	Tooth of Ramos	A	R	4.10		3.00
3.00	Tower of the Magistrate Toymaker	A	R U	4.00	3.00 ▼	3.00 0.50
0.50	Trade Routes	Û	R	1.00 5.10		3.80
3.00	Tranquility	G	C	0.25	0.25	0.10
0.10	Trap Runner	W	Ü	1.00		0.10
0.10	Tremor	R	Č	0.25	0.25	0.10
0.10	Two-Headed Dragon	R	Ř	8.00	7.50▲	6.80
0.10	Undertaker	В	C	0.25	0.25	0.10
3.00	Unmask	В	Ř	6.00		4.90
0.70	Unnatural Hunger	В	R	4.00	4.00	3.80
0.70	Uphill Battle	R	U	1.00	1.00	0.70
0.50	Vendetta	В	C	0.25	0.25	0.10
3.00	Venomous Breath	G	U	1.00	1.00	0.50
3.00	Venomous Dragonfly	G	C	0.25	0.25	0.10
0.70	Vernal Equinox	G	R	4.00		3.60
0.50	Vine Dryad	G	R	5.00	4.80 ▼	3.90
0.50	Vine Trellis	G	С	0.25		0.10
0.50	Volcanic Wind	R	Ũ	1.00	1.00	0.70
0.50	Wall of Distortion	В	C	0.25	0.25	0.10
0.10	War Cadence	R	U	1.00	1.00	0.70
0.10	War Tax	U	U	1.00	1.00	0.70
0.10	Warmonger	R	U	1.00	0.80 🔻	0.50
3.00	Warpath	R	Ū	1.00	0.80 7	0.50
0.10	Waterfront Bouncer	U	C	0.25	0.25	0.10
3.00 0.10	Wave of Reckoning Wild Ibovall	W	R	5.00	4.00	3.00
0.10	Wild Jhovall Wishmonger	R	C	0.25	0.25	0.10
0.10	Word of Blasting	R	U	1.00	0.80	0.50
3.00	Worry Beads	A	R	1.00	0.50 ▼ 3.30 ▲	0.50 3.00
0.50	Total				576.50	
00			0	20.10	3,0.00	102.00







Nemesis Set (no foils)	163.75	162.50 ▲	161.25
Nemesis Foil Set	887.50	825.00 4	762.50
Complete Set (incl. Foil)	1,000.00	950.00	900.00
Nemesis Booster Box	90.00	90.00	87.50
Nemesis Pre-Constructed [Deck Box 84.75	81.50 V	78.25
Nemesis Booster Pack	3.30	3.30	3.30
Nemesis Pre-Constructed [Deck 10.00	10.00	9.00
Foil Rare	14.00	8.00 ▼	7.00
Foil Uncommon	6.80	3.00 ▼	3.00
Foil Common	2.80	1.00 ▼	1.00

TOP FOIL CARDS	COL	RAR UPPER	MEDIAN	LOWE
Blinding Angel	W	R 16.00	11.50 ▼	10.00
Kor Haven	L	R 15.50	10.00	8.80
Lin Sivvi, Defiant Hero	W	R 16.00	13.50 ▼	10.75
Parallax Tide	U	R 15.50	10.00 ▼	8.00
Parallax Wave	W	R 15.75	12.50 ▼	10.00
Rhox	G	R 15.50	10.00 ▼	8.80
Rootwater Thief	U	R 15.50	10.00 ▼	8.00
Saproling Burst	G	R 15.50	12.00 ▼	10.75
Tangle Wire	A	R 16.00	14.50	10.25
Volrath the Fallen	В	R 15.50	10.00 ▼	8.00

Rootwater Thief	U		15.50	10.00 ▼	8.00
Saproling Burst Tangle Wire	G		15.50 16.00	12.00 ▼ 14.50	10.75 10.25
Volrath the Fallen	B		15.50	10.00 ▼	8.00
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CARD NAME	U			MEDIAN 0.25	
Accumulated Knowledge Aether Barrier	U	CR	0.25 4.20	3.50 ▼	0.10 3.00
Air Bladder	ŭ	C	0.25	0.20	0.10
Ancient Hydra	R	U	1.00	0.80 ▼	0.50
Angelic Favor	W	U	1.00	0.60 ▼	0.50
Animate Land	G	U	1.00	0.60.	0.50
Arc Mage Ascendant Evincar	В	R	1.00	0.60 ▼ 5.00 ▼	3.80
Avenger en-Dal	W	R	5.00	4.00	3.00
Battlefield Percher	В	U	1.00	0.60 ▼	0.50
Belbe's Armor	Α	U	1.00	0.60 ▼	0.50
Belbe's Percher	В	C	0.25	0.20	0.10
Belbe's Portal	A	R	5.00	3.50 ▼ 0.25	3.00 0.15
Blastoderm Blinding Angel	W	R	6.30	5.50 ▼	4.90
Bola Warrior	R	C	0.25	0.20	0.10
Carrion Wall	В	U	1.00	0.60 ▼	0.50
Chieftain en-Dal	W	U	1.00	0.90	0.50
Cloudskate	U	C	0.25	0.20	0.10
Coiling Woodworm	G	U	1.00	0.60 🔻	0.50
Complex Automaton Dark Triumph	В	R	4.30	3.00 ▼	3.00 0.50
Daze	ŭ	C	0.25	0.20	0.10
Death Pit Offering	В	Ř	5.00	5.00	3.00
Defender en-Vec	W	C	0.25	0.20	0.10
Defiant Falcon	W	С	0.25	0.20	0.10
Defiant Vanguard	W	U	1.00	0.80 7	0.50 3.00
Divining Witch Dominate	Ü	R	4.00	3.50 ▼ 1.00	0.50
Downhill Charge	R	C	0.25	0.20	0.10
Ensnare	U	Ü	1.00	0.90	0.50
Eye of Yawgmoth	A	R	4.30 0.25	3.30 v 0.20	3.00
Fanatical Devotion	W	C	0.25		0.10
Flame Rift	R	C	0.25	0.20	0.10
Flint Golem Flowstone Armor	A	U	1.00	0.60 ▼	0.50
Flowstone Crusher	R	Č	0.25	0.20	0.10
Flowstone Overseer	R	Ř	5.20	4.50 ▼	3.60
Flowstone Slide	R	R	4.20	3.40 ▼	3.00
Flowstone Strike	R	C	0.25	0.20	0.10
Flowstone Surge Flowstone Thopter	R	U	1.00	0.90 0.60 v	0.50 0.50
Flowstone Wall	Ŕ	C	0.25	0.20	0.30
Fog Patch	G	Č	0.25	0.20	0.10
Harvest Mage	G	C	0.25	0.20	0.10
Infiltrate	U	C	0.25	0.20	0.10
Jolting Merfolk Kill Switch	U	U R	1.00 5.90	0.80 ▼ 4.50 ▼	0.50 3.90
Kor Haven	Ĺ	R	5.30	5.00	3.60
Laccolith Grunt	R	C	0.25	0.20	0.10
Laccolith Rig	R	C	0.25	0.20	0.10
Laccolith Titan	R	R	5.00	4.50 ▼	3.00
Laccolith Warrior	R	Ū	1.00	0.90	0.50
Laccolith Whelp Lashknife	R	C	0.25	0.20 0.20	0.10
Lawbringer	W	C	0.25	0.20	0.10
Lightbringer	W	CCCR	0.25	0.20	0.10
Lin Sivvi, Defiant Hero	W	R	7.10	6.00 ₹	5.40
Mana Cache	R	R	4.20	3.50 ▼	3.00
Massacre Mind Clock	B	U	1.00	1.00	0.50
Mind Slash Mind Swords	В	U	1.00 0.25	0.90	0.50
Mogg Alarm	R	Ü	1.00	0.60 ▼	0.50
Mogg Salvage	R	Ü	1.00	0.60▼	0.50
Mogg Toady	R	С	0.25	0.20	0.10
Moggcatcher	R	R	4.60	3.00 ▼	3.00
Mossdog Musdarava Patraval	G	C	0.25	0.20	0.10
Murderous Betrayal Nesting Wurm	B	R	4.00	3.00 🔻	2.90 0.50
Netter en-Dal	W	C	0.25	0.90 0.20	0.10
Noble Stand	W	U	1.00	0.90	0.50
Off Balance	W	C	0.25	0.20	0.10
Oracle's Attendants	W	R	4.00	3.00 ▼	3.00
Oraxid Overlaid Terrain	G	C R	0.25 5.00	0.20 4.50 ▼	0.10 3.00
Pack Hunt	G	R	5.00	4.00 ▼	3.00
Pale Moon	ű	R	4.00	3.50 ▼	3.00
Parallax Dementia	В	C	0.25	0.20	0.10
Parallax Inhibitor	A	R	4.00	4.00	3.00
Parallax Nexus	В	R	5.00	3.80 ▼	3.00

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Parallax Tide	U	R	6.00	5.00 ▼	4.90
Parallax Wave	W	R	5.50	5.00	5.00
Phyrexian Driver	В	C	0.25	0.20	0.10
	В	Ü	1.00	0.60 ▼	0.50
Phyrexian Prowler					
Plague Witch	В	C	0.25	0.20	0.10
Predator, Flagship	A	R	5.00	4.80 ▼	4.00
Rackling	A	U	1.00	0.80 ▼	0.50
Rathi Assassin	В	R	5.00	4.50 ▼	3.80
Rathi Fiend	В	Ü	1.00	0.80 ▼	0.50
	В	Č	0.25	0.20	0.10
Rathi Intimidator					
Rath's Edge	L	R	5.00	4.00 ▼	2.90
Refreshing Rain	G	U	1.00	0.90	0.50
Rejuvenation Chamber	A	U	1.00	0.60 ▼	0.50
Reverent Silence	G	C	0.25	0.20	0.10
Rhox	G	Ř	5.30	5.00	4.70
	ŭ	R	5.00	5.00	3.80
Rising Waters	ŭ				
Rootwater Commando		C	0.25	0.20	0.10
Rootwater Thief	U	R	6.30	5.40 ▼	5.00
Rupture	R	U	1.00	0.90	0.50
Rusting Golem	A	U	1.00	0.60 ₹	0.50
Saproling Burst	G	R	6.00	5.30 ▼	5.00
	G	R	5.00	4.00 ▼	3.00
Saproling Cluster	ü				
Seahunter		R	4.00	3.00 ▼	3.00
Seal of Cleansing	W	C	0.25	0.25	0.10
Seal of Doom	В	C	0.25	0.20	0.10
Seal of Fire	R	C	0.25	0.25	0.15
Seal of Removal	Ü	C	0.25	0.20	0.10
Seal of Strength	Ğ	Č	0.25	0.20	0.10
	Ř	R		3.80 ▼	3.00
Shrieking Mogg			4.20		
Silkenfist Fighter	W	C	0.25	0.20	0.10
Silkenfist Order	W	U	1.00	0.60 ₹	0.50
Sivvi's Ruse	W	U	1.00	0.90	0.50
Sivvi's Valor	W	R	4.20	3.00 ▼	3.00
Skyshroud Behemoth	G	R	5.00	3.90 ▼	3.00
Skyshroud Claim	G	C	0.25	0.20	0.10
	G				
Skyshroud Cutter		C	0.25	0.20	0.10
Skyshroud Poacher	G	R	5.30	3.50 ▼	3.00
Skyshroud Ridgeback	G	C	0.25	0.20	0.10
Skyshroud Sentinel	G	C	0.25	0.20	0.10
Sliptide Serpent	U	R	4.30	3.00 ₹	3.00
Sneaky Homunculus	Ü	C	0.25	0.20	0.10
	В	C	0.25	0.20	0.10
Spineless Thug	W				
Spiritual Asylum		R	5.00	4.00 ₹	3.00
Spiteful Bully	В	C	0.25	0.20	0.10
Stampede Driver	G	U	1.00	0.90	0.50
Stronghold Biologist	U	U	1.00	0.60 ₹	0.50
Stronghold Discipline	В	C	0.25	0.20	0.10
Stronghold Gambit	Ř	Ř	4.20	3.00 ▼	3.00
	Ü	Ü			0.50
Stronghold Machinist			1.00	0.60 ▼	
Stronghold Zeppelin	U	U	1.00	0.60 ₹	0.50
Submerge	U	U	1.00	0.60 ₹	0.50
Tangle Wire	A	R	7.30	5.50	4.60
Terrain Generator	L	U	1.00	0.60 ▼	0.50
Topple	W	C	0.25	0.20	0.10
Treetop Bracers	G	Č	0.25	0.20	0.10
	U				
Trickster Mage		C	0.25	0.20	0.10
Vicious Hunger	В	C	0.25	0.20	0.10
Viseling	A	U	1.00	0.80 ▼	0.50
Voice of Truth	W	U	1.00	0.60 ▼	0.50
Volrath the Fallen	В	R	6.00	5.00 ▼	4.00
Wandering Eve	Ü	C	0.25	0.20	0.10
Wild Mammoth	Ğ	Ü	1.00	0.60 ▼	0.50
	G				
Woodripper	u	U	1.00	0.80 7	0.50
Total		-	18.20	225.30	181.40
		1.00			CORNE .

PROPHERY



Prophecy Set (no foils)		150.00 ₹	
Prophecy Foil Set	712.50	700.00 ▲	650.00
Complete Set (incl. Foil)	850.00	850.00	837.50
Pre-Constructed Deck Box	102.50	95.00 4	92.50
Booster Box	99.75	90.50	88.75
Pre-Constructed Deck	10.25	9.50 ▼	9.00
Booster Pack	3.30	3.30	3.30
Foil Rare	10.25	10.00	7.80
Foil Uncommon	5.00	4.50 ▼	3.00
Foil Common	3.00	1.50 ▼	0.90

TOP FOIL CARDS	COL	RAR UPPER	MEDIAN	LOWER
Avatar of Fury	R	R 14.50	10.00	10.00
Avatar of Hope	W	R 14.75	12.00	9.50
Avatar of Might	G	R 14.00	10.00	9.50
Avatar of Will	U	R 17.25	10.00 ▼	9.50
Avatar of Woe	В	R 18.25	13.50 ▼	12.00
Greel, Mind Raker	В	R 12.75	10.00	9.30
Jolrael, Empress of Beasts	G	R 12.25	10.00	9.50
Mageta, the Lion	W	R 15.50	12.00	10.00
Rhystic Tutor	В	R 12.00	10.00	9.50
Vitalizing Wind	G	R 12.25	10.00	9.50

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CARD NAME	COL	RAR	UPPEF	MEDIAN	LOWER
Abolish	W	U	1.00	0.80 ₹	0.50
Agent of Shauku	В	C	0.25	0.25	0.10
Alexi, Zephyr Mage	U	R	5.00	5.00	4.00
Alexi's Cloak	U	C	0.25	0.25	0.10
Aura Fracture	W	C	0.25	0.25	0.10
Avatar of Fury	R	R	7.10	6.00	5.80
Avatar of Hope	W	R	6.10	6.00	5.40
Avatar of Might	G	R	7.10	5.80 ₹	5.00
Avatar of Will	U	R	7.60	6.00	5.00
Avatar of Woe	В	R	8.30	7.30 ▼	6.20
Barbed Field	R	U	1.00	0.90	0.50
Blessed Wind	W	R	5.00	4.50 ▲	4.00
Bog Elemental	В	R	5.00	4.50 ▼	3.00
Bog Glider	В	C	0.25	0.25	0.10
Branded Brawlers	R	C	0.25	0.25	0.10
Brutal Suppression	R	U	1.00	1.00	0.50

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Calming Verse	G	С	0.25	0.25	0.10	ſ
Celestial Convergence	W	R	5.00	4.00	3.00	1
Chilling Apparition Chimeric Idol	B	U	1.00	0.80 ▼ 2.00 ▲	0.50 0.90	1
Citadel of Pain	R	U	1.00	0.90	0.50	١
Coastal Hornclaw Coffin Puppets	U B	C R	0.25 5.00	0.25 4.00	0.10 3.00	1
Copper-Leaf Angel	Α	R	5.00	5.00	4.20	1
Darba Death Charmer	G B	U	1.00	0.90 0.25	0.50 0.10	ı
Denying Wind	U	R	5.00	5.00	4.80	۱
Despoil	B	C	0.25	0.25 0.25	0.10 0.10	l
Devastate Diving Griffin	W	C	0.25	0.25	0.15	ı
Dual Nature	G	R	5.00	4.50 ▼	3.00	l
Elephant Resurgence Endbringer's Revel	G B	R-U	4.00 1.00	4.00 0.60 ▼	3.00 0.50	١
Entangler	W	U	1.00	0.60 ₹	0.50	ı
Excavation Excise	W	C	1.00	0.60 V 0.25	0.50 0.10	l
Fault Riders	R	C	0.25	0.25	0.10	l
Fen Stalker Fickle Efreet	B	C R	0.25 4.30	0.25 ₹	0.10 3.00	l
Flameshot	R	U	1.00	0.60 ▼	0.50	١
Flay Flowering Field	B	C	0.25 1.00	0.25 0.60 ▼	0.10 0.50	١
Foil	U	U	1.80	1.30 🛦	1.00	ı
Forgotten Harvest Glittering Lion	G	R U	5.00	3.50 ▼ 0.60 ▼	3.00 0.50	۱
Glittering Lynx	W	C	0.25	0.25	0.10	l
Greel, Mind Raker	В	R	6.00	5.50 4	4.00	l
Greel's Caress Gulf Squid	B	C	0.25	0.25 0.25	0.10 0.15	1
Hazy Homunculus	Ü	С	0.25	0.25	0.10	1
Heightened Awareness Hollow Warrior	U	R U	5.00	4.50 ▲ 0.60 ▼	3.00 0.50	1
Infernal Genesis	В	R	5.00	4.50 ▲	3.00	1
Inflame Jeweled Spirit	R	CR	0.25 5.30	0.25 5.00	0.15 4.80	1
Jolrael, Empress of Beasts	G	R	6.00	5.30 ▼	4.80	-
Jolrael's Favor	G R	C	0.25	0.25	0.10 0.50	1
Keldon Arsonist Keldon Battlewagon	A	R	1.00 4.30	0.60 ▼ 4.00	3.00	1
Keldon Berserker	R	C	0.25	0.25	0.10	۱
Keldon Firebombers Latulla, Keldon Overseer	R R	R R	5.00	4.30 ▲ 5.00	3.00 4.00	I
Latulla's Orders	R	C	0.25	0.25	0.10	۱
Lesser Gargadon	R	U	1.00	0.60 ₹	0.50	ı
Living Terrain Mageta, the Lion	W	R	1.00 7.00	1.00 6.00	0.50 5.40	ı
Mageta's Boon	W	C	0.25	0.25	0.10	ı
Mana Vapors Marsh Boa	U	C	1.00	0.90 0.25	0.50 0.10	I
Mercenary Informer	W	R	5.00	5.00	4.20	ı
Mine Bearer Mirror Strike	W	C	0.25 1.00	0.25 0.90	0.10 0.50	۱
Mungha Wurm	G	R	5.00	5.00	4.20	١
Nakaya Shade	B	U	1.00	0.60 7	0.50	١
Noxious Field Outbreak	В	U	1.00	0.60 ▼ 0.60 ▼	0.50 0.50	۱
Overburden	U	R	5.00	4.00	3.60	١
Panic Attack Pit Raptor	R B	C	0.25 1.00	0.25 0.90	0.10 0.50	۱
Plague Fiend	В	C	0.25	0.25	0.10	١
Plague Wind Psychic Theft	B	R R	5.00	5.00 4.00	4.60 3.00	١
Pygmy Razorback	G	C	0.25	0.25	0.10	١
Quicksilver Wall Rebel Informer	U	U R	1.00	0.60▼	0.50	ı
Rethink	B	C	5.30 0.25	5.00 0.25	4.00 0.10	ı
Reveille Squad	W	U	1.00	1.00	0.50	1
Rhystic Cave Rhystic Circle	L.	C	1.00 0.25	0.60 ▼ 0.25	0.50 0.10	1
Rhystic Deluge	U	C	0.25	0.25	0.10	1
Rhystic Lightning Rhystic Scrying	R	C	0.25	0.25 0.80 V	0.15 0.50	1
Rhystic Shield	W	C	0.25	0.25	0.50	
Rhystic Study	U	C	0.25	0.25	0.10 0.50	1
Rhystic Syphon Rhystic Tutor	В	U R	1.00 _. 6.00	0.60 ▼ 5.00	4.80	1
Rib Cage Spider	G	C	0.25	0.25	0.10	1
Ribbon Snake Ridgeline Rager	U R	C	0.25 0.25	0.25 0.25	0.10 0.10	-
Root Cage	G	U	- 1.00	1.00	0.50	-
Samite Sanctuary Scoria Cat	W	R U	5.00	4.00 0.60 ▼	3.00 0.50	1
Search for Survivors	R	R	5.00	3.50 ▼	3.00	1
Searing Wind	R	R R	5.00	5.00 5.00	3.60	1
Sheltering Prayers Shield Dancer	W	U	1.00	0.60 ▼	3.60 0.50	1
Shrouded Serpent	U	R	5.00	3.50 ▼	3.00	1
Silt Crawler Snag	G	C	0.25 1.00	0.25 0.60 ▼	0.10 0.50	-
Soul Charmer	W	C	0.25	0.25 0.25	0.10	1
Soul Strings Spiketail Drake	B	C	0.25 1.00	0.25 0.60 ▼	0.10 0.50	1
Spiketail Hatchling	U	C	0.25	0.25	0.10	1
Spitting Spider	G	U	1.00	0.60 ▼	0.50	
Spore Frog Spur Grappler	R	C	0.25	0.25 0.25	0.15 0.10	
Squirrel Wrangler	G	R	5.00	5.00	4.00	
Steal Strength Stormwatch Eagle	B	C	0.25	0.25 0.25	0.10 0.10	1
Sunken Field	U	U	1.00	0.60 ▼	0.50	
Sword Dancer Task Mage Assembly	W	U R	1.00 5.00	0.60 ▼ 4.00	0.50 3.00	
Thresher Beast	G	C	0.25	0.25	0.15	
Thrive	G	C	0.25	0.25	0.15	1
Trenching Steed Troubled Healer	W	C	0.25	0.25 0.25	0.10 0.10	1
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Troublesome Spirit Verdant Field Veteran Brawlers Vintara Elephant Vintara Snapper Vitalizing Wind Wall of Vipers Well of Discovery Well of Life Whip Sergeant Whipstitched Zombie Wild Might Windscouter Wing Storm Wintermo	UGRGGGBAARBGUGLUR	RURCURURUUCCUURCC	5.00 1.00 5.30 0.25 1.00 6.00 1.00 5.00 1.00 0.25 1.00 4.30 0.25 0.25 94.65	5.00 0.60 V 5.00 0.25 0.60 V 4.30 A 0.60 V 0.25 0.25 0.60 V 0.60 V 0.25 0.25 0.25 0.25 0.25	4.80 0.50 3.80 0.10 0.50 4.60 0.50 0.50 0.10 0.10 0.50 0.50 4.00 0.15 0.10 201.05
TAVASI	Q	V		350 Ca	ards
Invasion Set Pre-Constructed Deck Box Booster Box Pre-Constructed Deck Booster Pack Foil Rare Foil Uncommon		1	158.75 15.25 02.50 10.50 3.40 8.50 3.50		94.50 91.25 9.50 3.30 5.50

TOD FOUL BARRO	OOL DAD HODE	D REFRIAN	LOUISE
Foil Common	1.50	1.00	0.90
Foil Uncommon	3.50	2.50 ▼	1.80
Foil Rare	8.50	7.00 ▼	5.50
Booster Pack	3.40	3.30	3.30
Pre-Constructed Deck	10.50	10.00	9.50
Booster Box	102.50	95.00	91.25
Pre-Constructed Deck Box	115.25	105.50 🛦	94.50
Invasion Set		367.50 ▲	

TOP FOIL CARDS	COL	RAR UPPER	MEDIAN	LOWER
Absorb	D	R 24.50	20.00	16.50
Blazing Specter	0	R 15.50	12.00	10.50
Kavu Titan	G	R 15.50	12.00	9.00
Pyre Zombie	0	R 15.50	12.00	9.00
Rith, the Awakener	D	R 15.50	12.00	10.50
Skizzik	R	R 18.00	15.00	12.50
Undermine	D	R 24.50	22.00▲	17.00
Urza's Rage	R	R 34.00	22.00 4	18.00
Utopia Tree	G	R 19.00	18.00	9.00
Void	D	R 17.50	13.50▲	11.00

Void	D	R 17.50	13.50▲	11.00
CARD NAME		RAR UPPER		
Absorb	D	R 13.00		8.00
Addle	В	U 1.00	1.00	0.50
Æther Rift	D	R 5.00	4.00	3.80
Aggressive Urge	G	C 0.25	0.25	0.10
Agonizing Demise	В	C 0.25		0.10
Alabaster Leech	W	R 4.10		3.00
Alloy Golem	A	U 1.00	0.90	0.50
Ancient Kavu	R	C 0.25	0.25	0.10
Ancient Spring	L	C 0.25	0.25	0.10
Andradite Leech	B	R 5.00	3.00 ▼	3.00
Angel of Mercy	D	U 1.00	0.90	0.50
Angelic Shield Annihilate	В	U 1.00 U 1.00	0.90	0.50
	L	U 1.00	0.90	0.50
Archaeological Dig Ardent Soldier	W	C 0.25	0.25	0.70
Armadillo Cloak	D	C 0.50	0.25	0.10
Armored Guardian	Ď	R 5.00	4.00	3.00
Artifact Mutation	Ď	R 5.00	4.00	3.80
Assault/Battery	R/G	U 1.30	1.00	0.90
Atalya, Samite Master	W	R 5.00	4.00	3.00
Aura Mutation	D	R 5.00	4.00 ▼	4.00
Aura Shards	Ď	U 1.00	1.00	0.70
Backlash	Ď	U 1.00	1.00	0.80
Barrin's Spite	Ď	R 5.00	4.00	3.80
Barrin's Unmaking	Ü	C 0.25	0.25	0.10
Benalish Emissary	W	U 1.00	0.90	0.50
Benalish Heralds	W	U 1.00		0.50
Benalish Lancer	W	C 0.25	0.25	0.10
Benalish Trapper	W	C 0.25	0.25	0.10
Bend or Break	R	R 5.00	4.00	3.00
Bind	G	R 5.00		3.00
Blazing Specter	D	R 8.60	7.80 4	
Blind Seer	U	R 5.00		
Blinding Light	W	U 1.00	1.00	0.70
Bloodstone Cameo	A	U 1.00		0.90
Blurred Mongoose	G	R 5.40		4.80
Bog Initiate	В	C 0.25	0.25	0.10







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Breaking Wave	U	R	4.40	4.00	3.00
Breath of Darigaaz					
	R	U	1.00	1.00	0.70
Callous Giant	R	R	5.00	4.00	3.00
Canopy Surge	G	U	1.00	1.00	0.70
Capashen Unicorn				0.00	
	W	C	0.25	0.25	0.10
Captain Sisay	D	R	5.00	5.00 ▲	3.80
Cauldron Dance	D	U	1.00	1.00	0.70
Chaotic Strike	R	U	1.00	0.90	0.50
Charging Troll	D	U	1.00	1.00	0.90
Chromatic Sphere	A	U	1.00	1.00	0.70
Cinder Shade	D	U	1.00	1.00	0.80
Coalition Victory	D	R	5.00	5.00	3.90
Coastal Tower	Ĺ	U			0.00
			1.80	1.00 ▼	0.90
Collapsing Borders	R	R	4.00	4.00	3.00
Collective Restraint	U	R	5.00	5.00	4.00
Cremate	В	U	1.00	1.00	0.80
Crimson Acolyte	W	C	0.25	0.25	0.10
Crosis, the Purger	D	R	7.10	6.00	5.60
			1.10		
Crosis's Attendant	A	U	1.00	0.90	0.50
Crown of Flames	R	C	0.25	0.25	0.10
Crusading Knight	W	R	5.00	4.50	4.00
Orusading Kinghi					
Crypt Angel	В	R	5.00	5.00	4.80
Crystal Spray	U	R	4.10	3.00 ▼	2.90
Cursed Flesh	В				
		C	0.25	0.25	0.10
Darigaaz, the Igniter	D	R	7.00	6.00	5.40
Darigaaz's Attendant	A	U	1.00	0.90	0.50
Death or Glory	W	R	5.00	4.00	4.00
Defiling Tears	В	U	1.00	0.90	0.50
Desperate Research	В	R	5.00	3.80 ▼	3.00
				0.00 7	
Devouring Strossus	В	R	6.00	5.50 y	4.80
Dismantling Blow	W	C	0.25	0.25	0.10
Disrupt	Ü	Ü			
			1.00	0.90	0.50
Distorting Wake	U	R	5.00	4.00	3.80
Divine Presence	W	R	4.10	4.00	3.60
Do or Die	В				
		R	5.00	4.50 ▼	3.90
Drake-Skull Cameo	A	U	1.00	1.00	0.90
Dream Thrush	U	C	0.25	0.25	0.10
Dredge	В	U	1.00	0.80 ▼	0.50
Dromar, the Banisher Dromar's Attendant	D	R	6.60	6.00	5.90
Dromar's Attendant	A	U	1.00	0.90	0.50
Dualing Crounds				4.50	4.00
Dueling Grounds	D	R	5.00	4.50	4.00
Duskwalker	В	C	0.25	4.50 0.25	0.10
Elfhame Palace	L	Ŭ	2.00		
				1.30 ▼	0.90
Elfhame Sanctuary	G	U	1.00	1.00	0.90
Elvish Champion	G	R	6.10	5.00	4.40
Empress Galina	Ü	R	4.60		
				4.00	3.00
Essence Leak	U	U	1.00	0.90	0.70
Exclude	U	C	0.25	0.25	0.10
Exotic Curse	В	C	0.25	0.25	
		0		0.25	0.10
Explosive Growth	G	C	0.25	0.25	0.10
Fact or Fiction	U	U	2.30	1.80	0.90
Faerie Squadron		Č	0.05		
	U	C	0.25	0.25	0.10
Fertile Ground	G	С	0.25	0.25	0.10
Fight or Flight	W	R	5.00	4.00 ▼	3.00
Firebrand Danser					
Firebrand Ranger	R	U	1.00	1.00	0.80
Fires of Yavimaya	D	U	2.00	1.00	0.90
Firescreamer	В	Č	0.25	0.25	
					0.10
Forest (four versions)	L	L	0.10	0.10	0.10
Frenzied Tilling	D	C	0.25	0.25	0.10
Galina's Knight	D	C	0.25	0.25	0.10
		C			
Geothermal Crevice	L		0.25	0.25	0.10
Ghitu Fire	R	R	5.30	5.00	4.00
Glimmering Angel	W		0.25		
				0.25	0.10
Global Ruin	W	R	5.00	4.00 ▼	3.00
Goblin Spy	R	U	1.00	0.90	0.50
Goham Djinn	В	Ŭ			0.70
			1.00	1.00	
Halam Djinn	R	U	1.00	1.00	0.80
Hanna, Ship's Navigator	D	R	5.30	4.50	3.00
Harrow		C		0.05	
	G		0.25	0.25	0.10
Harsh Judgment	W	R	5.00	4.00	3.60
Hate Weaver	В	U	1.00	1.00	0.70
Heroes' Reunion	D	Ŭ			
			1.00	1.00	0.70
Holy Day	W	C	0.25	0.25	0.10
Hooded Kavu	R	C	0.25	0.25	0.10
Horned Cheetah		II			
	D	U	1.00	0.90	0.70
Hunting Kavu	D	U	1.00	0.90	0.50
Hypnotic Cloud	В	C	0.25	0.25	0.10
Irrigation Ditch	L	C	0.25	0.25	0.10
Island (four versions)	L	L	0.10	0.10	0.10
Jade Leech	G	R	5.10	4.00 ▼	3.00
Juntu Stakes					2.40
	A	R	5.00	4.00	3.40
Kangee, Aerie Keeper	D	R	4.30	3.50 ▼	3.00

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Kowa Acaragas		^	0.07	0.05	0.40
Kavu Aggressor Kavu Chameleon	R	C	0.25	0.25	0.10
Kavu Climber	G	U	1.30 0.25	1.00 0.25	0.50
Kavu Lair	G	R	5.00	3.80 ▼	0.10 2.90
Kavu Monarch	R	R	5.00	4.30 V	3.00
Kavu Runner	Ř	U	1.00	0.90	0.50
Kavu Scout	R	C	0.25	0.25	0.10
Kavu Titan	G	R	6.50	6.00	5.00
Keldon Necropolis Liberate	L	R	4.30	3.50 ▼	3.00
Lightning Dart	W	U	1.00	1.00	0.70
Llanowar Cavalry	G	C	0.25	0.25	0.70 0.10
Llanowar Elite	G	C	0.25	0.25	0.10
Llanowar Knight	D	C	0.25	0.25	0.10
Llanowar Vanguard	G	C	0.25	0.25	0.10
Loafing Giant	R	R	4.00	3.00 ▼	2.40
Lobotomy Lotus Guardian	D	U R	1.60	1.00	0.90
Mages' Contest	A R	R	5.00	4.00	3.00 3.00
Mana Maze	Ü	R	5.00	3.30 ▼	3.00
Maniacal Rage	Ř	C	0.25	0.25	0.10
Manipulate Fate	U	U	1.00	1.00	0.70
Marauding Knight	В	R	5.40	5.00	4.00
Metathran Aerostat	U	R	5.00	3.50 ▼	3.00
Metathran Transport Metathran Zombie	U	U	1.00	0.90 0.25	0.50
Meteor Storm	0	R	5.00	4.00	0.10 4.00
Might Weaver	G	Ü	1.00	1.00	0.80
Molimo, Maro-Sorcerer	G	R	6.00	5.00 🔻	4.40
Mountain (four versions)	L	L	0.10	0.10	0.10
Mourning	В	C	0.25	0.25	0.10
Nightscape Apprentice	В	C	0.25	0.25	0.10
Nightscape Master Noble Panther	B	R R	5.00 5.00	4.80 ▲ 4.90	4.00 3.80
Nomadic Elf	G	C	0.25	0.25	0.10
Obliterate	R	R	6.10	5.50 ▼	5.00
Obsidian Acolyte	W	C	0.25	0.25	0.10
Opt	U	C	0.25	0.25	0.10
Ordered Migration	D	Ũ	1.00	0.90	0.50
Orim's Touch	W	C	0.25	0.25	0.10
Overabundance Overload	R	R	5.00 0.25	4.50 0.25	3.00 0.10
Pain/Suffering	B/R		1.00	1.00	0.10
Phantasmal Terrain	U	C	0.25	0.25	0.10
Phyrexian Altar	A	R	5.00	4.00	3.40
Phyrexian Battleflies	В	. C	0.25	0.25	0.10
Phyrexian Delver	В	R	5.00	3.00 ▼	3.00
Phyrexian Infiltrator	В	R	5.00	4.50	3.80
Phyrexian Lens Phyrexian Reaper	AB	R	5.00	4.00 ▼ 0.25	3.00 0.10
Phyrexian Slayer	В	Č	0.25	0.25	0.10
Pincer Spider	G	Č	0.25	0.25	0.10
Plague Spitter	В	U	1.00	1.00	0.80
Plague Spores	D	C	0.25	0.25	0.10
Plains (four versions)	L	L	0.20	0.10	0.10
Planar Portal	A	R	6.00	4.00	3.00
Pledge of Loyalty Pouncing Kavu	W	C	1.00	1.00 0.25	0.80 0.10
Power Armor	A	Ü	1.00	1.00	0.10
Prison Barricade	W	C	0.25	0.25	0.10
Probe	U	C	0.25	0.25	0.10
Prohibit Colors	U	C	0.25	0.25	0.10
Protective Sphere	W	C	0.25	0.25	0.10
Psychic Battle Pulse of Llanowar	G	R	4.00 1.00	3.00 ▼ 1.00	3.00 0.80
Pure Reflection	W	R	5.00		3.00
Pyre Zombie	D	R	7.30	5.50 V	5.00
Quirion Elves	G	С	0.25	0.25	0.10
Quirion Sentinel	G	C	0.25	0.25	0.10
Quirion Trailblazer	G	C	0.25	0.25	0.10
Rage Weaver Raging Kavu	R	U R	1.00 5.30	0.90 5.00▲	0.70 4.00
Rainbow Crow	U	U	1.00	1.00	0.70
Rampant Elephant	W		0.25	0.25	0.10
Ravenous Rats	В	CCC	0.25	0.25 0.25	0.10
Razorfoot Griffin	W	C	0.25	0.25	0.10
Reckless Assault Reckless Spite	B	R U	5.00 1.00	3.30 V	2.90 0.70
Recoil	D	C	0.25	0.25	0.70
Recover	В	C	0.25	0.25	0.10
Repulse	U	C	0.25	0.25	0.10
Restock	G	R	5.00	4.30 7	3.00
Restrain	W	C	0.25 0.25	0.25	0.10
Reviving Dose Reviving Vapors	W	Ü	1.00	0.25 1.00	0.10 0.70
Rewards of Diversity	W	U	1.00	1.00	0.70
Reya Dawnbringer	W	R	6.30	5.00▼	5.00
Riptide Crab	D	U	1.00	1.00	0.70
Rith's Attendant	A	U	1.00	0.90	0.50
Rith, the Awakener Rogue Kavu	D	R	7.10 0.25	6.00▼ 0.25	5.00
Rooting Kavu	G	Ü	1.00	0.25 1.00	0.10 0.80
Rout	W	R	7.00	5.50▼	5.00
Ruby Leech	R	R	4.40	3.00 ₹	2.90
Ruham Djinn	W	U	1.00	1.00	0.80
Sabertooth Nishoba	D	R	5.00	4.40 V	4.00
Salt Marsh Samite Archer	L	U	1.20	1.00	0.70
Samite Ministration	W	U	1.00	0.90 1.00	0.50 0.80
Sapphire Leech	U	R	5.00	4.00	3.00
Saproling Infestation	G	R	5.00	4.00▼	3.80
Saproling Symbiosis	G	R	5.00	4.00 ▼	3.80
Savage Offensive	R	C	0.25	0.25	0.10
Scarred Puma	R	C	0.25 0.25	0.25	0.10
Scavenged Weaponry Scorching Lava	B R	C	0.25	0.25	0.10
Scouting Lava Scouting Trek	G	U	0.25 1.00	0.25	0.10 0.50
Searing Rays	R	U	1.00	1.00	0.80
Seashell Cameo	A	Ū	1.00	1.00	0.70
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Seer's Vision	D	U	1.00	0.90	0.50
Serpentine Kavu	G	C	0.25	0.25	0.10
Shackles	W	C	0.25	0.25	0.10
Shimmering Wings	U	C	0.25	0.25	0.10
Shivan Emissary Shivan Harvest	R	U	1.00	0.90	0.50
Shivan Oasis	n L	Ü	2.00	1.00 T	0.80
Shivan Zombie	Ď	Č	0.25	0.25	0.10
Shoreline Raider	U	C	0.25	0.25	0.10
Simoon	D	U	1.00	1.00	0.70
Skittish Kavu	R	U	1.00	1.00	0.70
Skizzik Sky Weaver	R	R U	9.00	8.80	7.80
Sleeper's Robe	D	U	1.00	1.00	0.80 0.70
Slimy Kavu	R	C	0.25	0.25	0.10
Slinking Serpent	D	Ŭ	1.00	1.00	0.80
Smoldering Tar	D	U	1.00	1.00	0.70
Soul Burn	В	C	0.25	0.25	0.10
Sparring Golem	A	U	.1.00		0.80
Spinal Embrace	D	R	5.00	4.00 ▼	3.40
Spirit of Resistance Spirit Weaver	W	R	5.00 1.00	3.80 7	3.00
Spite/Malice	U/B		1.00	1.00	0.70 0.90
Spreading Plague	В	R	5.00	3.00 ▼	3.00
Stalking Assassin	D	R	5.00	4.00	3.00
Stand or Fall	R	R	5.00	3.50 ▼	3.00
Stand/Deliver	W/U		1.00	1.00	0.90
Sterling Grove Stormscape Apprentice	D	U	1.60	1.00	0.90
Stormscape Master	U	C R	0.25 5.10	0.25 4.00	0.10 4.00
Strength of Unity	W	C	0.25	0.25	0.10
Stun	R	C	0.25	0.25	0.10
Sulam Djinn	G	U	1.00	1.00	0.80
Sulfur Vent	L	C	0.25	0.25	0.10
Sunscape Apprentice	W	C	0.25	0.25	0.10
Sunscape Master Swamp (four versions)	W	R	5.00	4.00	4.00
Sway of Illusion	L	L	1.00	0.10	0.10
Tainted Well	В	C	0.25	0.20	0.10
Tangle	G	Ü	1.00	1.00	0.70
Tectonic Instability	R	R	5.00	4.00	3.00
Teferi's Care	W	U	1.00	0.90	0.50
Teferi's Moat	D	R	6.00		5.00
Teferi's Response	Ü	R	5.00	4.90	3.80
Tek Temporal Distortion	A	R	5.00	5.00	4.00
Thicket Elemental	G	R	5.00	3.00 ▼ 5.00 ▲	3.00 4.00
Thornscape Apprentice	G	C	0.25	0.25	0.10
Thornscape Master	G	Ř	5.00	4.00 ▼	3.90
Thunderscape Apprentice	R	C	0.25	0.25	0.10
Thunderscape Master	R	R	5.00	4.00▼	3.90
Tidal Visionary	Ü	C	0.25	0.25	0.10
Tigereye Cameo Tinder Farm	A	C	1.00 0.25	1.00	0.70
Tolarian Emissary	Ū	Ü	1.00	0.25	0.10
Tower Drake	ŭ	Č	0.25	0.25	0.10
Tranquility	G	C	0.25	0.25	0.10
Traveler's Cloak	U	C	0.25	0.25	0.10
Treefolk Healer	G	U	1.00	0.90	0.50
Trench Wurm	В	U	1.00	1.00	0.70
Treva, the Renewer Treva's Attendant	A	R U	7.10	6.00	5.40
Tribal Flames	R	C	0.25	0.90	0.50
Troll-Horn Cameo	A	Ŭ	1.00	1.00	0.90
Tsabo Tavoc	D	R	5.00		5.00
Tsabo's Assassin	В	R	5.00	4.00	3.00
Tsabo's Decree	В	R	5.10	4.80 ▼	4.00
Tsabo's Web	A	R	6.00	5.00 ▼	4.40
Turf Wound Twilight's Call	R	C R	0.25	0.25 5.00	0.10
Undermine	D	R	5.10	12.00 🔻	4.40 8.50
Urborg Drake	D	Ü	1.00	0.90	0.50
Urborg Emissary	В	Ū	1.00	0.90	0.50
Urborg Phantom	В	C	0.25	0.25	0.10
Urborg Shambler	В	Ū	1.00	0.90	0.50
Urborg Skeleton Urborg Volcano	B	C	0.25 2.00	0.25 1.30	0.10
Urza's Filter	Ā	R	5.00	3.80 V	3.00
Urza's Rage	R	R	15.25	14.25	9.80
Utopia Tree	G	R	9.10	8.00	6.00
Verdeloth the Ancient	G	R	6.00	5.00	4.40
Verduran Emissary	G	U	1.00	0.90	0.50
Viashino Grappler	R	C	0.25	0.25	0.10
Vicious Kavu Vigorous Charge	G	C	1.00	1.00	0.70
Vile Consumption	D	R	5.00	0.25 4.00	0.10
Vodalian Hypnotist	Ü	Ü	1.00	1.00	0.80
Vodalian Merchant	ŭ	Č	0.25	0.25	0.10
Vodalian Serpent	U	C	0.25	0.25	0.10
Vodalian Zombie	D	C	0.25	0.25	0.10
Void Voracious Cobra	D	R	7.00	6.00	5.00
Voracious Cobra Wallop	G	U	1.00	1.00	0.80
Wandering Stream	G	C	0.25	0.90	0.10
Wash Out	Ü	Ŭ	1.60	1.00	0.90
Wax/Wane	G/W	U	1.50	- 1.00	0.90
Wayfaring Giant	W	U	1.00	0.90	0.50
Well-Laid Plans	U	R	4.10	3.00▼	3.00
Whip Silk	G	C	0.25	0.25	0.10
Wings of Hope Winnow	W	C R	0.25 4.40	0.25 3.00 V	0.10 3.00
Worldly Counsel	U	C	0.25	0.25	0.10
Yavimaya Barbarian	D	Č	0.25	0.25	0.10
Yavimaya Kavu	D	U	1.00	1.00	0.70
Yawgmoth's Agenda	В	R	5.30	5.00	5.00
Zanam Djinn	U	Ū	1.00	1.00	0.70
Zap Total	R	C 7	0.25	0.25	0.10
o west		13	57.00	645.20	518.80
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laneshift Set	210.00	195.00 🛦	180.00
laneshift Foil Set		575.00	
re-Constructed Deck Box	116.25	105.50	95.75
ooster Box	98.00	95.00	90.00
re-Constructed Deck	10.50	10.00	10.00
looster Pack	3.30	3.30	3.30
oil Rare	11.00	8.50 ¥	6.00
oil Uncommon	5.40	4.00♥	2.50
oil Common	2.60	1.00	0.90

TOP FOIL CARDS	COL	RAR UPPER	MEDIAN	LOWER
Doomsday Specter	D	R 20.00	18.00 ▲	15.00
Draco	A	R 15.00	10.00 ▼	9.00
Ertai, the Corrupted	D	R 15.00	15.00 4	9.00
Gaea's Herald	G	R 15.00	11.00	7.00
Lord of the Undead	В	R 16.50	10.00 7	10.00
Meddling Mage	D	R 20.00	15.00 y	12.00
Orim's Chant	W	R 18.00	18.00	10.00
Phyrexian Scuta	В	R 18.00	15.00	12.00
Shivan Wurm	D	R 18.75	13.00	10.00
Tahngarth, Talruum Hero	R	R 15.00	10.00 ▼.	10.00
CARD NAME	COL	DAD HODED	BACDIAN	LOWED

Tahngarth, Talruum Hero	R	R	15.00	10.00 ₹.	10.00
CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Allied Strategies	U	U	1.00	1.00	0.80
Alpha Kavu Amphibious Kavu	G	U	1.00	0.90	0.50
Ancient Spider	G	C R	0.25 5.00	0.20 3.30 v	0.10 3.00
Arctic Merfolk	ŭ		0.25	0.20	0.10
Aura Blast	W	C	0.25	0.20	0.10
Aurora Griffin	W	C	0.25	0.20	0.10
Bog Down Caldera Kavu	В	C	0.25	0.20	0.10
Cavern Harpy	R	C	0.25	0.20	0.10
Cloud Cover	D	Ř	5.00	4.50 ▼	3.00
Confound	U	C	0.25	4.50 ▼ 0.20	0.10
Crosis's Catacombs	L	U	1.60	1.00	0.80
Crosis's Charm Darigaaz's Caldera	D	U	1.00	0.80	0.70
Darigaaz's Charm	L	Ü	1.50	1.00 0.80	0.80
Daring Leap Dark Suspicions	D	C	0.25	0.20	0.10
Dark Suspicions	В	R	5.00	4.50 ▼	3.90
Deadapult Death Romb	R	R	5.00	4.00	3.00
Death Bomb Destructive Flow	0	C R	0.25 5.00	0.20 4.00	0.10 3.40
Diabolic Intent	В	R	5.30	4.00	3.80
Disciple of Kangee	W	C	0.25	0.20	0.10
Dominaria's Judgment	W	R	5.00	4.00	3.00
Doomsday Specter Draco	DA	R	8.90	7.80	7.00
Dralnu's Crusade	D	R R	6.80 5.00	5.50 ▼ 4.50 ▲	5.00 4.00
Dralnu's Pet	ŭ	R	5.00	4.50	4.00
Dromar's Cavern	L	U	1.20	1.00	0.80
Dromar's Charm	D	U	1.00	0.80▼	0.70
Eladamri's Call	D	R	5.00	5.00	3.80
Ertai's Trickery Ertai, the Corrupted	U	U R	1.00	0.80 5.50	0.70 4.40
Escape Routes	Ü	Ċ	0.25	0.20	0.10
Exotic Disease	В	U	1.00	0.80	0.50
Falling Timber	G	C	0.25	0.20	0.10
Flametongue Kavu Fleetfoot Panther	R	U	2.00	1.30	1.00
Forsaken City	D	U R	1.10 5.00	1.00 4.00	0.80 3.00
Gaea's Herald	G	R	6.00	5.00	4.00
Gaea's Might	G	C	0.25	0.20	0.10
Gainsay	U	Ū	1.00	1.00	0.80
Gerrard's Command Goblin Game	B	C R	0.25 5.00	0.20 4.00	0.10 2.90
Guard Dogs	W	Ü	1.00	0.80	0.50
Heroic Defiance	W	C	0.25	0.20	0.10
Hobble	W	C	0.25	0.20	0.10
Honorable Scout Horned Kavu	W	C	0.25	0.20	0.10
Hull Breach	D	C	0.25	0.20	0.10 0.10
Hunting Drake	Ŭ	C	0.25	0.20	0.10
Implode	R	U	1.00	0.90	0.70
Insolence	R	CCC	0.25	0.20	0.10
Kavu Recluse Keldon Mantle	R	0	0.25	0.20	0.10 0.10
Keldon Twilight	D	Ř	5.00	4.00	3.80
Lashknife Barrier	W	U	1.00	0.80	0.50
Lava Zombie	0	C	0.25	0.20	0.10
Lord of the Undead Maggot Carrier	B	R	7.00 0.25	5.60 V 0.20	5.00
Magma Burst	R	C	0.25	0.20	0.10 0.10
Magnigoth Treefolk	G	Ř	5.00	4.30 V	3.80
Malicious Advice	0	C	0.25	4.30 V 0.20	0.10
Mana Cylix	A	U	1.00	1.00	0.80
March of Souls Marsh Crocodile	W	R	5.00	4.00 0.90	3.00
Meddling Mage	D	R	8.80	7.50	0.70 5.80
Meteor Crater	L	R	5.00	4.50	3.80
Mire Kavu	R	C	0.25	0.20	0.10
Mirrorwood Treefolk	G	U	1.00	0.80	0.70
Mogg Jailer Mogg Sentry	R	U R	1.00	0.80	0.50
Morgue Toad	В	C	0.25	4.00 0.20	3.00 0.10
Multani's Harmony	G	U	1.00	0.90	0.70
Natural Emergence	D	R	5.00	4.50	3.80
Nemata, Grove Guardian	G	R	6.00	5.00	5.00
Nightscape Battlemage Nightscape Familiar	B B	C	1.00	0.80	0.70 0.10
Noxious Vapors	В	Ü	1.00	0.25	0.10
Orim's Chant	W	R	10.00	8.00	6.80
Phyrexian Bloodstock	В	С	0.25	0.20	0.10
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WHI CHANGE		-	4		
			-		
Total	0		11.35	260.90	212.60
Waterspout Elemental	Ü	R	5.00	4.30	3.80
Volcano Imp Warped Devotion	В	U	1.00	0.20 1.00	0.10
Voice of All	W	U	1.60 0.25	1.00	1.00 0.10
Urza's Guilt	D	R	5.00	4.00	4.00
Treva's Ruins	L	Ū	1.50	1.00	0.80
Treva's Charm	D	U	1.00	0.80	0.70
Thunderscape Familiar	R	C	0.25	0.10▼	0.10
Thunderscape Battlemage	Ř	Ŭ	1.00	0.90	0.70
Thornscape Familiar	G	C	0.25	0.20	0.10
Thornscape Battlemage	G	Ü	1.00	1.00	0.10
Terminate	D	C	0.40	0.25	0.00
Tahngarth, Talruum Hero Terminal Moraine	R	R	6.60	6.00 1.00	4.60 0.80
Surprise Deployment	W	U	1.00	1.00	0.80
Sunscape Familiar	W	C	0.25	0.20	0.10
Sunscape Battlemage	W	U	1.00	0.80	0.70
Sunken Hope	U	R	5.00	4.00	3.80
Stratadon	A	U	1.00	1.00	0.80
Strafe	Ř	U	1.00	0.90	0.80
Stormscape Familiar	Ŭ	Č	0.25	0.20	0.10
Stormscape Battlemage	Ü	Ü	1.00	0.20	0.70
Stone Kavu	G	C	0.25	0.20	0.10
Star Compass Steel Leaf Paladin	D	C	0.25	1.00	0.80
Sparkcaster Star Compace	D A	U	1.00	0.90	0.80
Slingshot Goblin	R	C	0.25	0.20	0.10
Sleeping Potion		C	0.25	0.20	0.10
Slay	B	U	1.00	0.80	0.50
Skyshroud Blessing	G	U	1.00	0.80	0.50
Skyship Weatherlight	A	R	5.30	4.50	3.40
Sisay's Ingenuity	U	C	0.25	0.20	0.10
Sinister Strength	В	C	0.25	0.20	0.10
Singe	R	C	0.25	0.20	0.10
Silver Drake	D	C	0.25	0.20	0.10
Shriek of Dread	В	C	0.25	0.20	0.10
Shivan Wurm	D	Ř	8.00	7.00 ▲	6.00
Shifting Sky	Ŭ	Ŭ	1.00	0.90	0.70
Sea Snidd	Ŭ	Č	0.25	0.20	0.10
Sawtooth Loon	D	Ü	1.00	0.90	0.70
Samite Pilgrim	W	C	0.25	0.20	0.10
Samite Elder	W	Ř	5.00	3.50 ▼	3.00
Rushing River	U	C	0.25	0.20	0.10
Root Greevil	G	C	0.25	0.20	0.00
Rith's Grove	L	Ü	1.10	1.00	0.70
Razing Snidd Rith's Charm	D	U	1.00	0.80	0.50
Radiant Kavu	D	R	5.00 1.00	4.00	3.40 0.50
Quirion Explorer	G	C	0.25	0.20	0.10
Quirion Dryad	G	R	5.10	5.00	5.00
Questing Phelddagrif	0	R	5.00	4.50	4.00
Pygmy Kavu	G	C	0.25	0.20	0.10
Primal Growth	G	C	0.25	0.20	0.10
Pollen Remedy	W	C	0.25	0.20	0.10
Planeswalker's Scorn	В	R	5.00	4.00	3.00
Planeswalker's Mischief	U	R	5.00	4.00	3.00
Planeswalker's Mirth	W	R	5.00	3.50 ▼	3.00
Planeswalker's Fury	R	R	5.00	4.00	3.00
Planeswalker's Favor	G	R	5.00	4.00	3.00
Planar Overlay	Ũ	R	5.00	4.00	3.00
Phyrexian Tyranny	D	R	5.00	5.00	3.80
Phyrexian Scuta	В	R	10.00	9.00	7.90

APOCATORSE!

Apocalypse Set	202.25	199.50 ▲	189.7
Apocalypse Foil Set	727.25	693.25 ▼	659.0
Pre-Constructed Deck Box	100.50	96.00 ▼	90.5
Booster Box	94.50	90.00	90.0
Pre-Constructed Deck	10.50	10.00	10.0
Booster Pack	3.40	3.30	3.3
Foil Rare	8.80	7.50 ▼	6.3
Foil Uncommon	3.80	3.00	1.5
Foil Common	1 00	1.00	0.0

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TOP FOIL CARDS	COL	RAR UPPER	MEDIAN	LOWER
Caves of Koilos	L	R 18.00	15.00	8.00
Desolation Angel	В	R 19.25	15.00 ₹	7.50
Llanowar Wastes	L	R 16.50	13.50 ▼	7.50
Mystic Snake	D	R 21.00	13.00 ▼	6.80
Pernicious Deed	D	R 21.50	16.50 ₹	6.80
Shivan Reef	L	R 16.00	12.00 ▼	7.50
Spiritmonger	D	R 32.25	19.00 ▼	9.00
Vindicate	D	R 34.75	21.50 ▼	8.30
Yavimaya Coast	L	R 16.75	12.00▼	7.50

Yavimaya Coast	L	К	16./5	12.00▼	7.50
CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Æther Mutation	0	U	1.00	1.00	0.50
Ana Disciple	G	C	0.25	0.20	0.10
Ana Sanctuary	G	U	1.00	0.90	0.50
Anavolver	G	R	5.00	4.50 ▼	4.00
Angelfire Crusader	W	C	0.25	0.20	0.10
Battlefield Forge	L	R	7.00	6.20 ▲	5.80
Bloodfire Colossus	R	R	6.00	5.00	4.00
Bloodfire Dwarf	R	C	0.25	0.20	0.10
Bloodfire Infusion	R	C	0.25	0.20	0.10
Bloodfire Kavu	R	U	1.00	1.00	0.50
Bog Gnarr	G	C	0.25	0.20	0.10
Brass Herald	A	U	1.00	1.00	0.50
Captain's Maneuver	D	U	1.00	1.00	0.50
Caves of Koilos	L	R	7.00	6.20 ▲	5.40
Ceta Disciple	U	C	0.25	0.20	0.10
Ceta Sanctuary	U	U	1.00	0.90	0.50
Cetavolver	U	R	5.00	4.50 ▼	3.80
Chaos/Order	R/W	U	1.00	1.00	0.50
Coalition Flag	W	U	1.00	0.90	0.50

	Coalition Honor Guard	W	С	0.25	0.20	0.10
ı	Coastal Drake	U	C	0.25	0.20	0.10
ı	Consume Strength Cromat	D	C R	0.25 6.10	0.20 5.00 ▼	0.10 4.00
ı	Day/Night	W/B	U	1.20	1.00	0.70
ı	Dead Ringers Death Grasp	B	C R	0.25 6.10	0.20 5.80 ▼	0.10 4.80
ı	Death Mutation	D	U	1.00	0.90	0.50
	Death/Life Dega Disciple	B/G W	C	1.20 0.25	1.00	0.90 0.10
	Dega Sanctuary	W	U	1.00	1.00	0.70
	Degavolver	W	R	5.10	4.50 ▼ 7.20 ▼	3.80
	Desolation Angel Desolation Giant	R	R	8.00 7.10	5.90 A	6.50 4.00
1	Diversionary Tactics	W	U	1.00	1.00	0.70
	Divine Light Dodecapod	W	C	1.00	0.20 1.00	0.10
	Dragon Arch	A	U	1.00	1.00	0.90
	Dwarven Landslide Dwarven Patrol	R R	C	1.00	0.20 0.90	0.10 0.50
	Ebony Treefolk	D	U	1.00	1.00	0.50
1	Emblazoned Golem Enlistment Officer	A W	U	1.00	1.00	0.70
1	Evasive Action	U	U	1.00	1.00	0.70
	False Dawn Fervent Charge	W	R R	5.00	4.10 4.50 ▼	2.80 3.80
	Fire/Ice	R/U	U	1.60	1.00	1.00
	Flowstone Charger Foul Presence	B	U	1.00	0.90	0.50
1	Fungal Shambler	D	R	5.10	5.00	4.00
	Gaea's Balance	G	U	1.00	1.00	0.70
	Gaea's Skyfolk Gerrard Capashen	D	C R	0.25 6.00	0.20 5.00	0.10 4.00
	Gerrard's Verdict	D	U	1.20	1.00	0.90
	Glade Gnarr Goblin Legionnaire	G	C	0.25	0.20	0.10
	Goblin Ringleader	R	U	1.00	1.00	0.70
	Goblin Trenches Grave Defiler	D B	R	5.00	5.00	4.00 0.50
	Guided Passage	D	R	5.10	4.50 ▼	4.00
	Haunted Angel Helionaut	W	C	1.00 0.25	0.90	0.50 0.10
	Ice Cave	Ü	R	5.00	4.00	3.00
	Illuminate Illusion/Reality	R U/G	U	1.00	1.00	0.50
	Index	U	C	0.25	1.00 0.20	0.50 0.10
	Jaded Response	U	C	0.25	0.20	0.10
	Jilt Jungle Barrier	U	Ü	1.00	0.20 1.00	0.10
	Kavu Glider	R	C	0.25	0.25	0.10
1	Kavu Howler Kavu Mauler	G	U R	1.00 5.00	1.00 4.50 ▼	0.70 3.80
	Last Caress	В	C	0.25	0.20	0.10
	Last Stand Lay of the Land	G	R	5.10 0.25	4.00 ▼ 0.20	3.00 0.10
	Legacy Weapon	A	R	6.00	5.10	4.00
	Lightning Angel Living Airship	U	R C	8.00 0.25	7.20 A 0.20	5.80 0.10
	Llanowar Dead	D	C	0.25	0.20	0.10
1	Llanowar Wastes Manacles of Decay	L W	R	7.10 0.25	6.00 ⁸ 0.20	5.00
	Martyrs' Tomb	D	U	1.00	0.20	0.10
	Mask of Intolerance Mind Extraction	A	R	5.00	4.00 ▼	3.80
	Minotaur Illusionist	B 0	C	0.25 1.00	0.20 1.00	0.10 0.50
1	Minotaur Tactician Mournful Zombie	R	C	0.25	0.20	0.10
	Mystic Snake	B	R	8.00	0.20 6.50▼	0.10 5.80
	Necra Disciple	В	C	0.25	0.20	0.10
ı	Necra Sanctuary Necravolver	B	U R	1.00 5.00	1.00 4.00 ▼	0.70 4.00
	Orim's Thunder	W	C	0.25	0.20	0.10
	Overgrown Estate Penumbra Bobcat	G	R	5.40 0.25	4.50 ▼ 0.20	3.90 0.10
	Penumbra Kavu	G	U	1.00	1.00	0.70
	Penumbra Wurm Pernicious Deed	G	R R	5.40 9.30	5.00 8.00	4.00 8.00
	Phyrexian Arena	В	R	8.00	6.50 ▲	5.00
	Phyrexian Gargantua Phyrexian Rager	B	C	1.00 0.25	1.00	0.70 0.10
	Planar Despair	В	Ř	5.00	4.50 V	3.80
	Powerstone Minefield Prophetic Bolt	D	R R	5.10 7.00	4.90 6.00	4.00 5.20
ı	Putrid Warrior	D	C	0.25	0.20	0.10
	Quagmire Druid	В	C	0.25	0.20	0,10
1	Quicksilver Dagger Raka Disciple	D R	CCC	0.25	0.20 0.20	0.10
1	Raka Sanctuary	R	U	1.00	0.90	0.50
1	Rakavolver Razorfin Hunter	R	R	5.10 0.25	4.80 ▼ 0.20	4.00 0.10
	Reef Shaman	U	Č	0.25	0.20	0.10
ı	Savage Gorilla Shield of Duty and Reason	G W	00000	0.25	0.20 0.20	0.10 0.10
ı	Shimmering Mirage	U	Č	0.25	0.20	0.10
	Shivan Reef Smash	L R	R	7.40 0.25	6.50 ▲ 0.20	5.80
-	Soul Link	D	C	0.25	0.20	0.10
	Spectral Lynx Spiritmonger	W	R R	7.00 12.75	6.20 A 12.00	5.00
	Spiritmonger Squee's Embrace	D	C	0.25	0.20	0.10
	Squee's Revenge	D	U	1.00	0.90	0.50
	Standard Bearer Strength of Night	W	C	0.25	0.20 0.20	0.10 0.10
	Suffocating Blast	D	R	6.30	5.00 ▼	5.00
	Suppress Sylvan Messenger	B G	U	1.00	1.00	0.50 0.50
	Symbiotic Deployment	G	R	5.10	4.50 ▼	4.00
	Tahngarth's Glare Temporal Spring	R	C	0.25	0.20	0.10
	Tidal Courier	Ü	Ŭ	1.00	1.00	0.50
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Tranquil Path Tundra Kavu Unnatural Selection Urborg Elf Urborg Uprising Vindicate Vodalian Mystic Whirlpool Drake Whirlpool Rider Whirlpool Warrior Wild Research	G R U G B D U U U U R	CCRCCRUUCRRR	0.25 0.25 5.00 0.25 0.25 12.25 1.00 1.00 0.25 5.10	0.20 0.20 4.00 0.20 0.20 10.75 ▼ 0.90 0.90 0.20 4.50 ▼ 5.00	0.10 0.10 3.80 0.10 0.10 10.00 0.50 0.50 0.10 4.00 4.00
Yavimaya Coast Yavimaya's Embrace Zombie Boa Total	B	R	7.50 5.00 0.25 35.85	6.80 A 5.00 0.20 296.50 V	5.80 4.00 0.10 237.60
Chas				350 Ca	irds
Odyssey Set (no foils) Odyssey Foil Set Complete Set (incl. Foil) Odyssey Booster Box Odyssey Pre-Constructed De Odyssey Pre-Constructed De Foil Rare Foil Uncommon Foil Common	ck	1,30 1,60 10 0x	00.00 91.50 3.30 10.00 12.00 4.00 2.30	267.50 A ,337.50 V1 ,612.50 V1 95.00 A 90.00 A 3.30 10.00 9.00 V 3.00 V 1.00	87.50 87.50 3.30 10.00 6.00 2.00 1.00
TOP FOIL CARDS Braids, Cabal Minion Call of the Herd Haunting Echoes Iridescent Angel Kamahl, Pit Fighter Mirari Mystic Enforcer Shadowmage Infiltrator Time Stretch Vampinic Dragon	B G B D R A D D U D	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	UPPER 12.50 40.00 19.50 18.00 14.75 15.00 20.00 30.00 15.00 17.50	12.00 25.00 A 13.50 15.00 V 12.00 V 12.00 V 12.00 25.00 12.00 V	8.00 12.00 8.50 12.00 9.80 12.00 10.00 15.00 8.00 9.00
CARD NAME Abandoned Outpost Aboshan, Cephalid Emperor	COL	RAR C R	0.25 5.00	0.25 5.00	LOWER 0.10
Aboshan's Desire Acceptable Losses Aegis of Honor Aether Burst Afflict Amugaba Anarchist Ancestral Tribute Angelic Wall Animal Boneyard Ashen Firebeast Atogatog Aura Graft Auramancer Aven Archer Aven Cloudchaser Aven Flock Aven Shrine Aven Smokeweaver Aven Windreader Balancing Act Balshan Beguiler Balshan Beguiler Balshan Griffin Bamboozle	URWUBURWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW	U	0.25 7.00 0.25 0.25 5.00 0.25 5.00 0.25 1.00 0.25 0.25 0.25 0.25 5.00 0.25 5.00 0.25 5.00 0.25 0.25	0.25 0.15 6.00 \(\text{\tin\text{\texi{\texi\text{\text{\texit{\texit{\texi{\texi{\texi{\texi{\texi{\texi{\texi{\texi{\texi{\texi{\tex{	0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.80 0.10
Barbarian Lunatic Barbarian Ring Bash to Bits Battle of Wits Battle of Wits Battle of Wits Battle Strain Bearscape Beast Attack Beloved Chaplain Blazing Salvo Blessed Orator Bloodourdler Bog Wireckage Bomb Squad Braids, Cabal Minion Buried Alive Burning Sands Cabal Inquisitor Cabal Patriarch Cabal Pit Cabal Pit Cahal Shrine Call of the Herd Cantivore Careful Study Cartographer Catalyst Stone Causbic Tar Cease-Fire Centaur Garden	R L R U R G G W R W B L R B B R B B L B G W U G A B W L	COURDROURCERDRORDERROCEDCO	0.25 1.00 1.00 5.00 1.00 0.25 5.00 0.25 5.00 0.25 5.00 0.25 5.00 0.25 5.00 0.25 5.00 0.25 5.00 0.25 5.00 0.25 5.00 0.25 5.00 0.25 5.00 1.00 0.25 5.00 1.00 0.25 5.00 0.25 0.25	0.25 1.00 4.00 0.25	0.10 0.50 0.50 0.50 0.80 0.10 0.50 3.00 0.10 0.50 3.00 0.10 0.40 0.10 0.40 0.40 0.40 0.50 0.80 0.10 0.50 0.80 0.10
Cephalid Broker Cephalid Obliseum Cephalid Loter Cephalid Loter Cephalid Retainer Cephalid Scout Cephalid Shrine Chainflinger Chamber of Manipulation Chance Encounter	ULUUUURURUR	UUCRCRCUR	1.00 1.00 0.25 5.00 0.25 5.00 0.25 1.00 5.00	1.00 1.00 0.25	0.80 0.50 0.10 4.00 0.10 3.00 0.10 0.80 3.00

Charmed Pendant	A	R 5	.00	4.00	3.0
	G		.25	0.25	
Chatter of the Squirrel					0.1
Childhood Horror	В		.00	1.00	0.5
Chlorophant	G	R 5	.80	5.00	4.0
Coffin Purge	В		.25	0.25	0.1
	Ũ	R 5	.00		
Cognivore				5.00 ▲	4.0
Concentrate	U	U 1	.00	1.00	0.8
Confessor	W	C 0	.25	0.25	0.1
	G				
Crashing Centaur			.00	1.00	0.5
Crypt Creeper	В		.25	0.25	0.1
Crystal Quarry	L	R 6	.00	5.00	4.8
Cultural Exchange	ũ		.00		
Cultural Exchange				5.00	4.0
Cursed Monstrosity	В	R 5	.00	4.00	3.0
Darkwater Catacombs	L	R 6	.00	5.00	5.0
	Ä		.00	1.00	
Darkwater Egg				1.00	0.5
Decaying Soil	В	R 5	.00	4.00	4.0
Decimate	D	R 6	.00	5.00	4.0
Decompose	В		.00	1.00	0.5
Dedicated Martyr	W		.25	0.25	0.1
Deep Reconnaissance	G	U 1	.00	1.00	0.5
Delaying Shield	W		.00	5.00	4.0
Deluge	U		.00	1.00	0.5
Dematerialize	U	C 0	.25	0.25	0.1
Demolish	R		.00	1.00	0.8
Demoralize	R		.25	0.25	0.1
Deserted Temple	L	R 5	.00	5.00	5.0
Devoted Caretaker	W		.00	6.00 ▲	5.0
Diabolic Tutor	В		.00	1.30	1.0
Diligent Farmhand	G	C 0	.25	0.25	0.1
Dirty Wererat	В	C 0	.25	0.25	0.1
		0 7	00	7.00	
Divert	U	R 7	.00	7.00	6.0
Divine Sacrament	W	R 7	.50	6.00	5.0
Dogged Hunter	W		.00	4.00	4.0
Dreamwinder	U		.25	0.25	0.1
Druid Lyrist	G	C 0	.25	0.25	0.1
Druid's Call	G		.00	1.00	0.8
				0.05	0.0
Dusk Imp	В	C 0	.25	0.25	0.1
Dwarven Grunt	R	C 0	.25	0.25	0.1
Dwarven Recruiter	R	U 1	.00	1.00	0.8
				4.00	
Dwarven Shrine	R		.00	4.00	4.0
Dwarven Strike Force	R	U 1	.00	1.00	0.5
Earnest Fellowship	W	R 5	.00	5.00	4.0
			.25		
Earth Rift	R			0.25	0.1
Elephant Ambush	G	C 0	.25	0.25	0.1
Ember Beast	R		.25	0.25	0.1
	W	CO	05		
Embolden		0 0	.25	0.25	0.1
Engulfing Flames	R	U 1	.00	1.00	0.5
Entomb	В	R 6	.00	5.00	5.0
	R				
Epicenter			.00	5.00	4.0
Escape Artist	U		.25	0.25	0.1
Execute	В	U 1	.00	1.00	0.5
Extract	Ū		.00	6.00	
					5.0
Face of Fear	В		.00	1.00	0.5
Famished Ghoul	В	U 1	.00	1.00	0.5
Fervent Denial	Ŭ		.00	1.00	0.8
Filthy Cur	В		.25	0.25	0.1
Firebolt	R	CO	.25	0.25	0.1
Flame Burst	R	CO	.25	0.25	0.1
		0 0			
Fledgling Imp	В	C 0	.25	0.25	0.1
Forest (four versions)					
Frenetic Ogre	L	L 0	.15	0.10	0.1
		L 0	.15	0.10	
	R	L 0	.15 .00	0.10	0.5
Frightcrawler	R B	L 0 U 1 C 0	.15 .00 .25	0.10 1.00 0.25	0.5
Frightcrawler Gallantry	R B W	L 0 U 1 C 0 U 1	.15 .00 .25	0.10 1.00 0.25 1.00	0.5
Frightcrawler Gallantry	R B	L 0 U 1 C 0 U 1	.15 .00 .25	0.10 1.00 0.25 1.00	0.5 0.1 0.5
Frightcrawler Gallantry	R B W B	L 0 U 1 C 0 U 1 C 0	.15 .00 .25 .00	0.10 1.00 0.25 1.00 0.25	0.5 0.1 0.5 0.1
Frightcrawler Gallantry Ghastly Demise Gorilla Titan	R B W B	L 0 U 1 C 0 U 1 C 0 U 1	.15 .00 .25 .00 .25	0.10 1.00 0.25 1.00 0.25 1.00	0.5 0.1 0.5 0.1 0.8
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope	B W B G	L 0 U 1 C 0 U 1 C 0 U 1 R 5	.15 .00 .25 .00 .25 .00	0.10 1.00 0.25 1.00 0.25 1.00 4.00	0.5 0.1 0.5 0.1
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope	R B W B	L 0 U 1 C 0 U 1 C 0 U 1 R 5	.15 .00 .25 .00 .25 .00	0.10 1.00 0.25 1.00 0.25 1.00 4.00	0.5 0.1 0.5 0.1 0.8 4.0
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger	R B W B G W B	L 0 U 1 C 0 U 1 C 0 U 1 R 5 C 0	.15 .00 .25 .00 .25 .00 .00	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25	0.5 0.1 0.5 0.1 0.8 4.0 0.1
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm	B B G W B	L 0 U 1 C 0 U 1 C 0 U 1 R 5 C 0 R 6	.15 .00 .25 .00 .25 .00 .00 .25	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal	R B W B G W B B	L 0 U 1 C 0 U 1 C 0 U 1 R 5 C 0 R 6 R 5	.15 .00 .25 .00 .25 .00 .00 .25 .00	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 4.0
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm	B B G W B	L 0 U 1 C 0 U 1 C 0 U 1 R 5 C 0 R 6 R 5	.15 .00 .25 .00 .25 .00 .00 .25 .00	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 4.0
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier	R B W B G W B B G	L 0 U 1 C 0 U 1 C 0 U 1 R 5 C 0 R 6 R 5 C 0	.15 .00 .25 .00 .25 .00 .00 .25 .00 .25	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 4.0
Frightcrawler Gallantry Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm Ground Seal Halberdier Hallowed Healer	R B W B G W B B G W	L 0 1 1 C 0 U 1 R 5 C 0 R 6 R C 0 C 0	.15 .00 .25 .00 .25 .00 .00 .25 .00 .25 .00	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25 0.25	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 4.0 0.1
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes	R B W B G W B B G R W B	L 0 U 1 C 0 U 1 C 0 U 1 R 5 C 0 R 6 R 5 C 0 R 10	.15 .00 .25 .00 .25 .00 .00 .25 .00 .25 .00	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25 0.25 9.50	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 4.0 0.1 8.0
Frightcrawler Gallantry Ghastry Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity	R B W B G W B B G W	L 0 U 1 C 0 U 1 C 0 U 1 R 5 C 0 R 6 R 5 C 0 R 10	.15 .00 .25 .00 .25 .00 .00 .25 .00 .25 .00	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25 0.25	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 4.0 0.1
Frightcrawler Gallantry Ghastry Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity	R B W B G W B B G R W B B	L 0 U 1 C 0 U 1 C 0 U 1 R 5 C 0 R 6 R C 0 R 10 R 5	.15 .00 .25 .00 .25 .00 .00 .25 .00 .25 .00 .00 .25 .00	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25 0.25 9.50 4	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 4.0 0.1 8.0 3.0
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravedigger Ground Seal Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom	R B W B G W B B G R W B B G	L 0 1 1 C 0 0 1 R C 0 0 R 10 R 5 R 5 R 5 R 5 R 5 R 5 R 5 R 5 R 5 R	.15 .00 .25 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25 0.25 9.50 4 4.00 4	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 4.0 0.1 0.1 8.0 3.0 5.0
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howling Gale	R B W B G W B B G R W B B G G	L 0 U 1 C 0 U 1 C 0 U 1 R 5 C 0 R 6 R 5 C 0 R 10 R 5 U 1	.15 .00 .25 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .00 .00 .00 .00 .00 .00 .0	0.10 1.00 0.25 1.00 0.25 1.00 4.00 5.00 0.25 5.00 0.25 9.50 4.00 4.00 1.00	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 4.0 0.1 8.0 3.0 5.0
Frightcrawler Gallantry Ghastry Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howling Gale Immobilizing Ink	R B W B G W B B G R W B B G	L 0 U 1 C 0 U 1 C 0 U 1 R 5 C 0 R 6 R 5 C 0 R 10 R 5 U 1	.15 .00 .25 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25 0.25 9.50 4 4.00 4	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 4.0 0.1 0.1 8.0 3.0 5.0
Frightcrawler Gallantry Ghastry Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howling Gale Immobilizing Ink	R B W B G W B B G R W B B G G U	L 0 1 1 C U 1 1 C U 1 T R C C C C C C C C C C C C C C C C C C	.15 .00 .25 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .00 .00 .00 .00 .00 .00 .00 .0	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25 0.25 9.50 4.00 4.00	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 0.1 0.1 8.0 3.0 5.0 0.5
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howing Gale Immpulsive Maneuvers	R B W B B G W B B B G G U R	L 0 U 1 C 0 U 1 C 0 U 1 R 5 C 0 R 6 R 5 C 0 R 10 R 5 R 5 R 5 R 5 R 5 R 5 R 5 R 5 R 7 R 7 R 7 R 7 R 7 R 7 R 7 R 7 R 7 R 7	.15 .00 .25 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .00 .00 .00 .00 .00 .00 .0	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25 0.25 9.50 ▲ 4.00 ▲ 1.00 0.25 4.00 ▲	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 0.1 0.1 0.1 8.0 0.5 0.0 5.0 0.1 0.1 0.1 0.1 0.1 0.1 0.1 0.1 0.1 0
Frightcrawler Gallantry Ghastry Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howling Gale Immubilizing Ink Impulsive Maneuvers Infected Vermin	R B W B B G W B B B G G U R B	L 0 1 1 0 0 0 1 1 0 0 0 1 1 0 0 0 1 1 0 0 0 1 1 0 0 0 1 1 0 0 0 0 1 1 0	.15 .00 .25 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .00 .00 .00 .00 .00 .00 .00 .0	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 0.25 0.25 9.50 4.00 1.00 1.00 1.00 1.00	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 0.1 8.0 3.0 0.5 0.1 3.0 0.8
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howing Gale Immpulsive Maneuvers	R B W B B G W B B B G G U R	L 0 1 1 0 0 0 1 1 0 0 0 1 1 0 0 0 1 1 0 0 0 1 1 0 0 0 1 1 0 0 0 0 1 1 0	.15 .00 .25 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .00 .00 .00 .00 .00 .00 .0	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25 0.25 9.50 ▲ 4.00 ▲ 1.00 0.25 4.00 ▲	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 0.1 0.1 0.1 8.0 0.5 0.0 5.0 0.1 0.1 0.1 0.1 0.1 0.1 0.1 0.1 0.1 0
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm Ground Seal Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howling Gale Immobilizing Ink Impulsive Maneuvers Intected Vermin Innocent Blood	R B W B B G W B B B G G U R B	L U C U C U R C R C C C R R C C C R U C S T U C C R U C C R U C C R U C C R U C C R U C C R U C C C C	.15 .00 .25 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .00 .00 .00 .00 .00 .00 .0	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 0.25 9.50 \$\text{\texi}\text{\text{\text{\texi\text{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 0.1 8.0 3.0 0.5 0.1 3.0 0.8 0.1
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howling Gale Immobilizing Ink Impusitive Maneuvers Infected Vermin Innocent Blood Iridescent Angel	R B B G W B B G G U R B B D	L U C U C U R C R C C C R R S 5 1 0 0 5 1 0 0 1 0 1 0 1 0 1 0 0 1 0 0 1 0	.15 .00 .25 .00 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .00 .25 .00 .00 .00 .00 .25 .00 .00 .00 .00 .25 .00 .00 .00 .00 .00 .00 .00 .00 .00 .0	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25 0.25 0.25 0.25 4.00 4.00 1.00 0.25 4.00	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 0.1 8.0 0.5 0.5 0.1 3.0 0.8 0.1 7.0
Frightcrawler Gallantry Ghastry Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howling Gale Immobilizing Ink Impulsive Maneuvers Infected Vermin Innocent Blood Iridescent Angel Island (four versions)	R B W B B G G U R B B D L	L U C U C U R C C R R C C C R R R U C R U C R L 0 10 0 10 0 10 0 10 0 10 0 10 0 10	.15 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .15	0.10 1.00 0.25 1.00 4.00 0.25 5.00 0.25 0.25 9.50 4.00 1.00 0.25 4.00 1.00 0.25 4.00 1.00 0.25	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 0.1 8.0 0.5 0.5 0.1 3.0 0.8 0.1 7.0 0.1
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howling Gale Immobilizing Ink Impusitive Maneuvers Infected Vermin Innocent Blood Iridescent Angel	R B B G W B B G G U R B B D	L U C U C U R C C R R C C C R R R U C R U C R L 0 10 0 10 0 10 0 10 0 10 0 10 0 10	.15 .00 .25 .00 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .25 .00 .00 .00 .00 .25 .00 .00 .00 .00 .25 .00 .00 .00 .00 .25 .00 .00 .00 .00 .00 .00 .00 .00 .00 .0	0.10 1.00 0.25 1.00 0.25 1.00 4.00 0.25 5.00 5.00 0.25 0.25 0.25 0.25 4.00 4.00 1.00 0.25 4.00	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 0.1 8.0 0.5 0.5 0.1 3.0 0.8 0.1 7.0
Frightcrawler Gallantry Ghastry Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howling Gale Immobilizing Ink Impulsive Maneuvers Infected Vermin Innocent Blood Iridescent Angel Island (four versions)	R B W B B G G U R B B D L	L U C U C U R C C R R C C C R R R U C R U C R L 0 10 0 10 0 10 0 10 0 10 0 10 0 10	.15 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .15	0.10 1.00 0.25 1.00 4.00 0.25 5.00 0.25 0.25 9.50 4.00 1.00 0.25 4.00 1.00 0.25 4.00 1.00 0.25	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 0.1 8.0 0.5 0.5 0.1 3.0 0.8 0.1 7.0 0.1
Frightcrawler Gallantry Ghastly Demise Gorilla Titan Graceful Antelope Gravedigger Gravedigger Gravestorm Ground Seal Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howling Gale Immobilizing Ink Impulsive Maneuvers Infected Vermin Innocent Blood Iridescent Angel Island (four versions) Ivy Elemental	R B W B B G G U R B B D L	L U C U C U R C C R R C C C R R R U C R U C R L 0 10 0 10 0 10 0 10 0 10 0 10 0 10	.15 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .15	0.10 1.00 0.25 1.00 0.25 1.00 2.25 5.00 5.00 0.25 5.00 1.00 4.00 4.00 4.00 4.00 1.00 0.25 4.00 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 0.1 0.1 3.0 0.5 0.1 3.0 0.1 7.0 0.1 4.0
Frightcrawler Gallantry Ghastry Demise Gorilla Titan Graceful Antelope Gravedigger Gravestorm- Ground Seal Halberdier Hallowed Healer Haunting Echoes Hint of Insanity Holistic Wisdom Howling Gale Immobilizing Ink Impulsive Maneuvers Infected Vermin Innocent Blood Iridescent Angel Island (four versions)	R B W B B G G U R B B D L	L U C U C U R C C R R C C C R R R U C R U C R L 0 10 0 10 0 10 0 10 0 10 0 10 0 10	.15 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .00 .25 .00 .15	0.10 1.00 0.25 1.00 4.00 0.25 5.00 0.25 0.25 9.50 4.00 1.00 0.25 4.00 1.00 0.25 4.00 1.00 0.25	0.5 0.1 0.5 0.1 0.8 4.0 0.1 4.0 0.1 0.1 3.0 0.5 0.1 3.0 0.1 7.0 0.1 4.0







Junk Golem	A	R	5.00	4.00	3.50
Kamahl, Pit Fighter	R	R	7.00	7.00 🛦	5.80
Kamahl's Desire	R	C	0.25	0.25	0.10
Karmic Justice	W	R	5.00	5.00	4.00
Kirtar's Desire	W	C	0.25	0.25	0.10
Kirtar's Wrath	W	R	8.00	6.00 ▲	
					5.00
Krosan Archer	G	C	0.25	0.25	0.10
Krosan Avenger	G	C	0.25	0.25	0.10
Krosan Beast	G	R	6.80	5.00	5.00
Laquatus's Creativity	U	U	1.00	1.00	0.80
Last Rites	В	C	0.25	0.25	0.10
Lava Blister	R	U	1.00	1.00	0.80
Leaf Dancer	G	C	0.25	0.25	0.10
Lieutenant Kirtar	W	Ř	6.00		4.00
	W				
Life Burst		C	0.25	0.25	0.10
Limestone Golem	A	U	1.00	1.00	0.50
Liquid Fire	R	U	1.00	1.00	1.00
Lithatog	D	U	1.00	1.00	0.80
Luminous Guardian	W	U	1.00	1.00	0.50
Mad Dog	R	C	0.25	0.25	0.10
Magma Vein	R	Ŭ	1.00	1.00	0.50
		R		4.00	
Magnivore	R		5.00		4.00
Malevolent Awakening	В	U	1.00	1.00	0.50
Master Apothecary	W	R	5.00	4.00♥	3.50
Metamorphic Wurm	G	U	1.00	1.00	0.80
Millikin	Α	U	1.00	1.00	0.50
Mind Burst	В	C	0.25	0.25	0.10
Mindslicer	В	Ř	5.00		
				5.00	5.00
Mine Layer	R	R	5.00	4.00	4.00
Minotaur Explorer	R	U	1.00	1.00	0.50
Mirari	A	R	10.00	9.00	8.00
Molten Influence	R	R	6.80	5.00	4.00
Moment's Peace	G	C	0.25	0.25	0.10
Morbid Hunger	В	C	0.25		
			0.23	0.25	0.10
Morgue Theft	В	C	0.25	0.25	0.10
Mortivore	В	R	5.80	5.00	4.00
Mossfire Egg	A	U	1.00	1.00	0.50
Mossfire Valley	1	R	5.00	5.00	5.00
Mountain (four versions)	L	Ĺ	0.15	0.10	0.10
Mudhole	R	R	5.00		3.00
				4.00	
Muscle Burst	G	C	0.25	0.25	0.10
Mystic Crusader	W	R	6.00	5.50 🛦	5.00
Mystic Enforcer	D	R	8.00	7.80 🛦	6.00
Mystic Penitent	W	U	1.00	1.00	0.50
Mystic Visionary	W	Č	0.25	0.25	0.10
Mystic Zealot	W	Č	0.25	0.25	0.10
Nantuko Disciple	G	C	0.25	0.25	0.10
Nantuko Elder	G	U	1.00	1.00	0.80
Nantuko Mentor	G	R	5.00	5.00	4.00
Nantuko Shrine	G	R	5.00	4.00	3.00
Need for Speed	R	R	5.00	4.00	3.00
Nefarious Lich	В	R	5.00	5.00	4.00
New Frontiers	G	R	5.00	5.00	4.00
Nimble Mongoose	G	U	1.00	1.00	0.80
Nomad Decoy	W	U	1.00	1.00	0.50
Nomad Stadium	L	U	1.00	1.00	0.50
Nut Collector	G	R	6.00	5.00	5.00
Obstinate Familiar	R	R	5.00	4.00	3.00
Otarian Juggernaut	A	R	5.00	4.00	4.00
Overeager Apprentice	В	C	0.25	0.25	
			2.00		0.10
Overrun	G	U	3.00	1.50 ₹	1.00
Painbringer	В	U	1.00	1.00	0.50
Pardic Firecat	R	C	0.25	0.25	0.10
Pardic Miner	R	R	5.00	4.00	4.00
Pardic Swordsmith	R	С	0.25	0.25	0.10
Patchwork Gnomes	A	Ŭ	1.00	1.00	0.50
Patriarch's Desire	В	C	0.25	0.25	0.10
	W	C			0.10
Patrol Hound			0.25	0.25	0.10
Patron Wizard	Ü	R	5.00	5.00	4.00
Pedantic Learning	U	R	5.00	4.00	3.00
Peek	U	C	0.25	0.25	0.10
Persuasion	U	R	5.00	5.00	4.00
Petrified Field	L	R	5.00	4.00 ▼	4.00
Phantatog	Ď	Ü	1.00	1.00	0.80
Phantom Whelp	Ŭ	C	0.25	0.25	0.10
Pianna, Nomad Captain	W				
		R	6.00	5.00	4.50
Pilgrim of Justice	W	C	0.25	0.25	0.10
Pilgrim of Virtue	W	C	0.25	0.25	0.10
Piper's Melody	G	U	1.00	1.00	0.80
Plains (four versions)	L	L	0.15	0.10	0.10
Predict	U	Ū	1.00	1.00	0.80
Price of Glory	Ř	Ŭ	1.50	1.00	1.00

	_		_		
Primal Frenzy	G	С	0.25	0.25	0.10
Psionic Gift	Ŭ	Č	0.25	0.25	0.10
sychatog	D	Ū	1.00	1.00	0.80
ulsating Illusion	U	Ū	1.00		0.50
Puppeteer	U	U	1.00	1.00	0.50
Rabid Elephant	G	C	0.25	0.25	0.10
Ravaged Highlands	L	C	0.25	0.25	0.10
Ray of Distortion	W	C	0.25	0.25	0.10
Reckless Charge	R	C	0.25	0.25	0.10
Recoup	R	U	1.00	1.00	0.80
Refresh Repel	G	C	0.25	0.25	0.10
Repentant Vampire	В	R	0.25	0.25	0.10
Resilient Wanderer	W	U	7.00	5.00	4.00
Rites of Initiation	R	C	0.25	1.00 0.25	0.80
Rites of Refusal	Ü	C	0.25	0.25	0.10
Rites of Spring	G	Č	0.25	0.25	0.10
Roar of the Wurm	Ğ	Ŭ	1.00	1.00	1.00
Rotting Giant	В	Ŭ	1.00		0.80
Sacred Rites	W	C.	0.25	0.25	0.10
Sadistic Hypnotist	В	U	1.00	1.00	0.50
Sandstone Deadfall	A	U	1.00	1.00	0.50
Sarcatog	D	U	1.00	1.00	0.80
Savage Firecat	R	R	6.00	5.00	4.50
Scorching Missile	R	С	0.25	0.25	0.10
Screams of the Damned	В	Ú	1.00	1.00	0.80
Scrivener Cooffees Debrie	U	C	0.25	0.25	0.10
Seafloor Debris Second Thoughts	L	C	0.25	0.25	0.10
Seize the Day	R	R	0.25	0.25	0.10
Seton, Krosan Protector	G	R	5.00	5.00	4.00 4.00
Geton's Desire	G	C	0.25	0.25	0.10
Shadowblood Egg	A		1.00	1.00	0.10
Shadowblood Ridge	î	R	6.00	5.00	5.00
Shadowmage Infiltrator	D	R	17.50	15.00	12.00
Shelter	W	C	0.25	0.25	0.10
Shifty Doppelganger	U	R	5.00	4.00▼	4.00
Shower of Coals	R	U	1.00	1.00	0.80
Simplify	G	С	0.25	0.15	0.10
Skeletal Scrying	В	U	1.00	1.00	0.50
Skull Fracture	В	U	1.00	1.00	0.80
Skycloud Egg	A	U	1.00	1.00	0.50
Skycloud Expanse	L	R	5.00	5.00	5.00
Skyshooter	G	U	1.00	1.00	0.50
Soulcatcher Spark Mage	R	U	1.00	1.00	0.50
Spellbane Centaur	G	R	6.00	1.00 6.00	0.50 5.50
Sphere of Duty	W	Ü	1.00	1.00	0.50
Sphere of Grace	W	Ŭ	1.00	1.00	0.50
Sphere of Law	W	Ü	1.00	1.00	0.50
Sphere of Reason	W	U	1.00	1.00	0.50
Sphere of Truth	W	U	1.00	1.00	0.50
Spiritualize	W	U	1.00	1.00	0.80
Springing Tiger	G	C	0.25	0.25	0.10
Squirrel Mob	G	R	6.00	5.00	5.00
Squirrel Nest	G	U	2.00	1.00	1.00
Stalking Bloodsucker	В	R	6.00	5.00	4.00
Standstill	U	U	1.00	1.00	1.00
Steam Vines	R	U	1.00	1.00	0.50
Steamclaw	A	U	1.00	1.00	0.80
Still Life Stone-Tongue Basilisk	G	U R	1.00	1.00 5.00	0.80
Bungrass Egg	A	Ü	6.00 1.00	1.00	4.00 0.50
Sungrass Prairie	Ĺ	R	5.00	5.00	4.80
Swamp (four versions)	L	Ĺ	0.15	0.10	0.10
Sylvan Might	G	Ū	1.00	1.00	0.50
Syncopate	U	C	0.25	0.25	0.10
ainted Pact	В	R	5.00	5.00	4.00
arnished Citadel	L	R	5.00	5.00	4.00
attoo Ward	W	U	1.00	1.00	0.50
erravore	G	R	5.00	5.00 ▲	4.00
estament of Faith	W	U	1.00	1.00	0.50
haumatog	D	U	1.00	1.00	0.80
hermal Blast hink Tank	R	C	1.00	0.25 1.00	0.10 0.50
hought Devourer	Ŭ	R	5.00	5.00	5.00
hought Eater	Ü	U	1.00	1.00	0.50
hought Nibbler	Ü	C	0.25	0.25	0.10
imberland Ruins	L	C	0.25.	0.25	0.10
ime Stretch	U	R	8.50	6.00	5.00
ireless Tribe	W	С	0.25	0.25	0.10
ombfire	В	R	5.00	5.00	4.00
ouch of Invisibility	U	С	0.25	0.25	0.10
raumatize	U	R	9.00	8.00	5.00
raveling Plague	В	R	5.00	4.00	4.00
reetop Sentinel	U	U	1.00	1.00	0.50
remble wigwalker	G	C	1.00	0.25 1.00	0.10 0.50
Inifying Theory	Ü	R	5.00	5.00	4.00
Jpheaval	Ü	R	6.00	5.50 ▲	5.00
/ampiric Dragon	0	R	9.00		6.00
/erdant Succession	G	R	5.00	5.00	4.00
/ivify	G	U	1.00	1.00	0.80
/olcanic Spray	R	U	1.00	1.00	0.50
Olley of Boulders	R	R	5.00	5.00	4.00
Vayward Angel	W	R	7.50	6.00	4.00
Verebear	G	C	0.25	0.25	0.15
Vhipkeeper Vhispering Shade	R B	U	1.00	1.00	0.50
Vild Mongrel	G	C	0.25	0.25 0.25	0.10
Voodland Druid	G	C	0.25	0.25	0.15 0.10
Vords of Wisdom	Ü	C	0.25	0.25	0.10
ombie Assassin	В	Č	0.25	0.25	0.10
ombie Cannibal	В	C	0.25	0.25	0.10
ombie Infestation	В	U	1.00	1.00	0.80
ombify	В	U	1.00	1.00	1.00
oologist	G	R	5.00	5.00	4.00
otal		7	89.55	711.90 🛦	562.75

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Torme	nt Set (no foils)		225.00



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Torment Set (no foils)	225.00	200.00♥	180.00
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Foil Uncommon	3.00	3.00	2.60
Foil Common	1.00	1.00	1.00

Ton common		1.00	1.00	1.00
TOP FOIL CARDS	COL	RAR UPPER	MEDIAN	LOWER
Chainer, Dementia Master	В	R 14.25	10.00	6.00
Grim Lavamancer	R	R 13.50	11.00	7.00
Gurzigost	G	R 12.00	10.00	6.00
Ichorid	В	R 10.75	9.50	6.00
Laquatus's Champion	В	R 14.50	11.00	6.00
Mutilate	В	R 22.50	12.50 ▲	6.50
Nantuko Shade	В	R 25.00	12.50 ▲	9.30
Sengir Vampire	В	R 15.00	11.00	6.50

Foil Uncommon Foil Common			.00	3.00	2.60
TOP FOIL CARDS	001	_	_	MEDIAN	
Chainer, Dementia Master	В	R 14		10.00	6.00
Grim Lavamancer	R	R 13.		11.00	7.00
Gurzigost Ichorid	G	R 12.		10.00	6.00
Laquatus's Champion	В	R 14.	.50	11.00	6.00
Mutilate Nantuko Shade	B	R 22.		12.50 A	6.50 9.30
Sengir Vampire	В	R 15		11.00	6.50
CARD NAME	COL	RAR UP	PER	MEDIAN	LOWER
Accelerate Acom Harvest	R	C 0.	25	0.25	0.10
Alter Reality	G	C 0. R 5.	.25	0.25 4.00	0.10 4.00
Ambassador Laquatus	U	R 8.	.00	6.00	4.40
Angel of Retribution Anurid Scavenger	G		.00	5.00	4.00 0.60
Aquamoeba	U	C 0.	.25	0.25	0.10
Arrogant Wurm Aven Trooper	G		.30	1.00	1.00 0.10
Balshan Collaborator	U	U 1.	.00	1.00	0.60
Balthor the Stout Barbarian Outcast	R		.00	4.00 0.25	3.80
Basking Rootwalla	G	C 0.	.25	0.25	0.10 0.20
Boneshard Slasher Breakthrough	B		.00	1.00	0.50 0.60
Cabal Coffers	L	U 1.	.00	1.00	0.90
Cabal Ritual Cabal Surgeon	B		.25 .25	0.25 0.25	0.15 0.10
Cabal Torturer	В	C 0.	.25	0.25	0.10
Carrion Rats Carrion Wurm	B		.25	0.25 1.00	0.10
Centaur Chieftain	G	U 1.	.00	1.00	0.90
Centaur Veteran Cephalid Aristocrat	G		.25 .25	0.25	0.10
Cephalid Illusionist	U	U 1.	.00	1.00	0.50
Cephalid Sage Cephalid Snitch	U		.00	1.00 0.25	0.50
Cenhalid Vandal	Ü	R 5.	.00	4.00	0.10 3.70
Chainer, Dementia Master Chainer's Edict	B		.60	5.00 1.00	4.30
Churning Eddy	Ü		.25	0.25	1.00 0.10
Circular Logic	W		.00	1.00	1.00
Cleansing Meditation Compulsion	U		.00	1.00	0.50
Coral Net	U		.25	0.25	0.10
Crackling Club Crazed Firecat	R		.25	0.25	0.10
Crippling Fatigue	В		.25	0.25	0.10
Dawn of the Dead Deep Analysis	B	R 5.	.50 .25	4.00 0.25	3.80 0.10
Devastating Dreams	R	R 6.	.50	5.00	4.40
Dwell on the Past Enslaved Dwarf	G		.00	1.00 0.25	0.60
Equal Treatment	W		.00	1.00	0.50
Faceless Butcher False Memories	B		.25	0.25 4.00	0.10 4.00
Far Wanderings	G	C 0.	.25	0.25	0.10
Fiery Temper Flaming Gambit	R		.25	0.25	0.15 0.60
Flash of Defiance	R	C 0.	.25	0.25	0.10
Floating Shield Frantic Purification	W		.25 .25	0.25	0.10
Ghostly Wings	U	C 0.	.25	0.25	0.10
Gloomdrifter Gravegouger	B		.00	1.00 0.25	0.60
Grim Lavamancer	R	R 7.	.50	7.00	5.50
Grotesque Hybrid Gurzigost	B		.00	1.00 5.00	0.90 4.00
Hell-Bent Raider	R	R 5.	.50	5.00	4.00
Hydromorph Guardian Hydromorph Gull	U		.25	0.25	0.10
Hypnox	В	R 6.	.00	5.00	4.00
Hypochondria Ichorid	W		.00	1.00 5.00	0.50 4.10
Insidious Dreams	В	R 5.	.10	5.00	4.00
Insist Invigorating Falls	G		.00	5.00 0.25	4.00 0.10
Kamahl's Sledge	R	C 0.	25	0.25	. 0.15
Krosan Constrictor Krosan Restorer	G		25 25	0.25	0.10
Laquatus's Champion	В	R 7.	70	6.00	5.00
Last Laugh Liquify	B		00 25	4.00 0.25	4.00
Llawan, Cephalid Empress	U	R 6.	50	4.20 ▼	0.15 4.00
Longhorn Firebeast Major Teroh	R		25	0.25	0.10
Mesmeric Fiend	В	C 0.	00 25	4.00 0.25	4.00 0.10
Militant Monk Mind Sludge	W	C 0.	25	0.25	0.10
Morningtide	W	R 5.	00 10	1.00 5.00	0.60 4.00
Mortal Combat Mortiphobia	B B	R 5.	10 00	5.00	4.00
mortipriobia	D	0 1.	UU	1.00	0.50

Mutilate Mystic Familiar	B	R	8.50 0.25	8.00 A 0.25	5.50
Mystic Familiar	W				
		C	0.25	0.25	
				0.40	0.10
Nantuko Blightcutter	G	R	5.00	5.00 ▲	4.00
Nantuko Calmer	G	C	0.25	0.25	0.10
Nantuko Cultivator	G	R	5.00	4.50	4.0
Nantuko Shade	В	R	10.75	9.00 🛦	6.8
Narcissism	G	U	1.00	1.00	0.9
Nostalgic Dreams	G	R	7.00	5.00	4.9
Obsessive Search	U	C	0.25	0.25	0.10
			0.20	0.20	
Organ Grinder	В	С	0.25		0.10
Overmaster	R	R	5.10	5.00	4.0
Parallel Evolution	G	R	5.00		
					4.0
Pardic Arsonist	R	U	1.00	1.00	0.9
Pardic Collaborator	R	U	1.00	1.00	0.6
Pardic Lancer	R	Č	0.25	0.25	0.1
				0.23	
Pay No Heed	W	C	0.25	0.25	0.10
Petradon	R	R	5.00	4.00	4.0
Petravark	R	C	0.25	0.25	
				0.20	0.10
Pitchstone Wall	R	U	1.00	1.00	0.50
Plagiarize	U	R	6.20	5.50 ▲	4.00
Possessed Aven	Ü	R	5.00	4.00	4.00
Possessed Barbarian	R	R	5.00	4.00	3.80
Possessed Centaur	G	R	5.00	4.00	3.70
Possessed Nomad	W	R	5.00	4.00	
					3.80
Psychotic Haze	В	C	0.25	0.25	0.10
Putrid Imp	В	C	0.25	0.25	0.10
Pyromania	R	Ü	1.00	1.00	
					0.60
Radiate	R	R	6.80	6.00 ▲	4.50
Rancid Earth	В	C	0.25	0.25	0.10
Reborn Hero	W	R	6.00		
				5.00	4.00
Restless Dreams	В	С	0.25	0.25	0.10
Retraced Image	u	R	5.00	5.00 ▲	4.00
Sengir Vampire	В	R	6.00		
				6.00 ▲	5.00
Seton's Scout	G	U	1.00	1.00	0.60
Shade's Form	В	C	0.25	0.25	0.10
Shambling Swarm	В	Ř	E 00		
			5.00	4.00▼	4.00
Sickening Dreams	В	U	1.00	1.00	0.90
Skullscorch	R	R	7.00	5.00	4.00
					0.10
Slithery Stalker	В		1.00	1.00	0.50
Sonic Seizure	R	C			0.10
Coul Coourgo					
					0.10
Spirit Flare	W	C	0.25	0.25	0.10
Stern Judge	M				1.00
					0.80
Strength of Lunacy	В	U	1.00	1.00	0.60
Stunefying Touch	- 11	11	1 00	1.00	0.60
					1.00
Tainted Isle	L	U	1.50	1.00	1.00
Tainted Peak	-	-11	1.50	1.00	1.00
					1.00
Temporary Insanity	R	U	1.00	1.00	0.60
					0.10
					0.60
Iranscendence	W	R	5.00	5.00 ▲	4.00
	11	R			4.00
					0.10
Vengeful Dreams	W	R	5.10	5.00	4.30
Violent Eruption	R	11			1.00
					0.10
Zombie Trailblazer	В	U	1.00	1.00	0.50
		3			
600 At 41 Cart 10 Cart				U.UU M	
	Sickening Dreams Skullscorch Skylving Aven Slithery Stalker Sonic Seizure Soul Scourge Spirit Flare Stern Judge Strength of Isolation Strength of Isolation Strength of Lunacy Stupefying Tuch Tainted Field Tainted Field Tainted Fled Tainted Peak Tainted Wood Temporary Insanity Teroh's Faithful Teroh's Vanguard Transcendence Turbulent Dreams Unhinge Vengeful Dreams Violent Eruption Waste Away Zombie Trailblazer Total	Sickening Dreams Skyllscorch R Skywing Aven U Slithery Stalker B Sonic Seizure Soul Scourge B Spirit Flare Stern Judge Strength of Isolation W Strength of Lunacy B Stupefying Druch Tainted Field L Tainted Isle L Tainted Vlod L Tainted Wood L Tainted Wood L Temporary Insanity Teroh's Faithful W Teroh's Faithful W Teroh's Faithful W Teroh's Vanguard Transcendence Turbulent Dreams U Unhinge B W Violent Eruption W Waste Away B Zombie Trailblazer	Sickening Dreams B U Skullscorch R R K Skullscorch R R K Skullscorch R R K Skullscorch R R K Skullscorch R C Soul Scourge B C Soul Scourge B C Spirit Flare W C C Stern Judge W U Strength of Lonacy Strength of Lonacy Strength of Lonacy Lariet Field L U Tainted Field L U Tainted Field L U Tainted Field L U Tainted Wood L U Tainted Field Tainted Wood L U Taron's Faithful W C Teroh's Fait	Sickening Dreams	Sickening Dreams

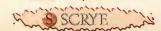


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Collector's Set	193.50	191.50 ▲	180.00
Collector's Set	191.00	181.50 ▲	175.00
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Deckmaster: Garfield vs. Finkel	31.50	30.00	26.25
Deckmaster: Garfield Deck	12.50	10.00	10.00
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Summer Magic Rare	26.50	23.00 ▼	
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6x9 Serra Angel (Guay)	12.00	10.00	5.00
6x9 Serra Angel (Shuler)	10.00	10.00	5.00
6x9 Shivan Dragon	8.00	8.00 🛦	5.00
6x9 Sol'kanar the Swamp King	7.00	6.00	5.00
6x9 Vesuvan Doppelganger	8.00	8.00 1	5.00
6x9 Wheel of Fortune	8.00	8.00	4.00
6x9 Zuran Orb	6.00	6.00	4.00

OAS ZUIBIT OID	0.00	0.00	4.00
VANGUARD CARDS	UPPER	MEDIAN	LOWER
Ertai	2.00	2.00	2.00
Gerrard	2.80	2.00	2.00
Karn	2.00	2.00	2.00
Maraxus	2.00	2.00	2.00
Mirri	2.80	2.00	2.00
Sisay	2.00	2.00	2.00
Squee	2.00	2.00	2.00
Tangarth	2.00	2.00	2.00
Barrin	2.00	2.00	2.00
Crovax	2.00	2.00	2.00
Greven II-Vec	2.00	2.00	2.00
Hanna	2.00	2.00	2.00
Orim	2.00	2.00	2.00
Selenia	2.80	2.00	2.00
Starke	2.00	2.00	2.00
Volrath	2.00	2.00	2.00
Eladamri	2.00	2.00	2.00
Lyna	2.00	2.00	2.00
Multani	2.00	2.00	2.00
Oracle	2.00	2.00	2.00
Rofellos	2.00	2.00	2.00
Sidar Kondo	2.00	2.00	2.00
Silver Queen, Brood Mother	3.90	2.80 🛦	2.00
Takara	2.00	2.00	2.00
MDURDUAL GADDO	UDDED	AACDIAN	. Outro

Takara	1	2.00	2.00	2.00
INDIV	DUAL CARDS	UPPE	MEDIAN	LOWER
Abeya		21.00	12.50 ▲	6.90
	llow's Eve	36.00		21.00
Archa		15.00	15.00	15.00
Arena		7.30		5.00
	Lands	3.00	3.00	3.00
	Pacific Lands	13.25		4.80
	nn Willow	18.00		11.00
	r of Hope	16.00	8.00	8.00
Balan		18.00		18.00
	vian Horde	15.00		15.00
	vian Horde	16.25		15.00
	vian Horde	15.00		15.00
	Sengir	22.50	20.00 🛦	13.00
Bear	(D.)	2.80		2.00
	of Burden	15.00		
Bird	of Burden	11.00	8.00	8.00
	Knight	2.80	2.00	2.00
	er Lotus	15.00	15.00	15.00
	ng Spirit	11.25 16.25	7.50 4	4.80
	erous Bloom	11.25	14.50 ▲ 7.50 ▲	9.80
Carno		17.00	10.00 V	5.00 6.50
Chill	Jilaye	14.50	9.50 ▼	8.00
City of	Rmee	20.00	20.00	20.00
Count		16.50	15.75	15.00
Count		24.00	21.00	18.75
Count		27.75	26.00	24.50
	ng Mold	15.00	13.00	
orcchi	ng word	15.00	10.00	10.23

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Crusade	15.00	14.50▲	13.00
Dark Banishing	8.00	8.00	7.50
Deflection	20.00	20.00	20.00
Dirt Cowl Wurm	8.80	8.00 🛦	6.50
Disenchant Dismiss	11.00 14.75	10.00	9.00
Duress	12.00	12.50 A 10.25 V	8.80 8.50
Earthquake	10.00	10.00	10.00
Elephant	2.90	2.50 ▲	2.10
Elvish Lyrist	10.00	8.50	6.00
Enduring Renewal	21.25	13.00 ▼	5.80
Enlightened Tutor	21.50	19.50	14.50
Erhnam Djinn Erhnam Djinn	11.00	10.50▼ 8.00	8.50
Ertai	17.25	16.00▼	15.00
Euro Lands	14.00	13.00	10.50
Fallen Angel	8.00	8.00	8.00
False Prophet	10.00	10.00	8.00
Fireball	12.50	11.00 ▲	9.00
Fireblast	8.00	8.00	7.30
Fling Force of Nature	10.00	10.00 🛦	8.00
Forest	7.80	7.50 3.00	7.30 3.00
Forest	4.00	4.00 ▲	3.80
Fungal Shambler	10.00	9.50	8.30
Gaea's Blessing	17.00	15.00 ▼	15.00
Gaea's Cradle	40.00	40.00	35.00
Giant Badger	6.80	5.50 ▲	4.30
Giant Growth Goblin Solider	12.00	12.00	12.00
Greater Realm of Preservation	2.80 8.00	2.00 8.00 A	2.00
Guardian Beast	73.75	72.50 V	7.50 71.25
Guru Lands	15.00	15.00	5.00
Hurricane	9.80	9.50 🛦	8.80
lcy Manipulator	13.00	12.00	8.00
lcy Manipulator	12.00	12.00	12.00
Impulse Incinerate	18.75	16.50♥	12.75
Incinerate	10.00	8.00 9.80 A	7.00 8.50
Incoming!	5.00	5.00	5.00
Infernal Spawn of Evil	6.00	6.00	6.00
Island	3.50	3.00	3.00
Island	4.00	4.00	4.00
Ivory Tower	10.00	10.00	10.00
Jokulhaups	10.00	10.00	10.00
Kam, Silver Golem	15.00	15.00	15.00
Kavu Furens Lhurgoyf	10.00	10.00	10.00
Lhurgoyf	8.00	8.00 7.00	8.00 7.00
Library of Alexandria	92.50	65.00▼	37.50
Lightning Bolt	30.00	26.00	16.75
Lightning Dragon	19.50	19.00	18.50
Lightning Hounds	5.00	5.00 ▲	4.00
Llanowar Elves	20.75	19.00 ▲	12.75
Longbow Archer	14.75	12.50	8.80
Lord of Atlantis Lu Bu, Master at Arms	17.25 13.50	13.50 ¥ 12.00 ▲	10.50 8.50
Mana Crypt	9.80	9.00	8.30
Mind Warp	5.80	5.00	5.00
Mirror Mirror	7.50	7.00 ▲	6.00
Mirror Universe	83.75	82.50 V	81.25
Monsterous Hound	9.00	6.00	6.00
Mountain Mountain	3.00 4.00	3.00 4.00 A	3.00
Nalathni Dragon	5.50	5.00	4.00
Natural Balance	13.50	12.00 4	8.50
Necropotence	20.00	20.00	20.00
Necropotence	20.00	10.00	9.00
Nether Shadow	12.00	12.00	12.00
Oath of Druids	31.00	27.00 ▲	25.75
Ophidian Order of the White Shield	10.00	10.00	8.00
Order of the White Shield Overtaker	8.00	8.00 9.30▼	8.00
Personal Incarnation	6.00	6.00	6.00
Pillage	15.75	13.50 ▲	10.50
Plains	3.00	3.00	3.00
Plains	4.00	4.00 ▲	3.80
Pouncing Jaguar	14.75	12.50▲	7.30
Prodigal Sorcerer Prosperity	15.00	15.00 9.00 A	12.00
Pyroblast	9.50 8.00	8.00	7.50 8.00
Questing Phelddagrif	21.25	15.00▼	9.50
Quirion Ranger	11.00	10.00 ▲	6.00
Raging Kavu	9.00	8.00	8.00
Rathi Assassin	10.00	8.00	5.00
Recall	9.50	9.00	8.50
Revenant Rewind	8.00 16.00	7.00 12.00	7.00 5.00
Rewind	-4.00	4.00	4.00
Rhox	18.00	18.00	13.00
Rhox	10.00	10.00	6.00
River Boa	10.50	6.50 ▲	5.00
River Boa	18.75	15.50 ▲	9.30
Saproling	2.80	2.00	2.00
Scent of Cinder	11.00	10.00 🛦	6.50
Sengir Vampire Serra Angel	18.00 122.00	11.00 120.00 4	10.00
Serra Avatar	63.50	60.00	45.00
Serra Avatar	63.00	63.00	61.50
Sewers of Estark	8.00	8.00	5.00
Shatterstorm	9.30	8.50 4	6.80
Shock	18.00	14.50 ▲	8.80
Sibilant Spirit	9.50	9.00	8.00
Skittering Skirge Skittering Skirge	14.00	10.50 v	7.00
Sol'kanar the Swamp King	15.00	6.00 15.00	6.00
Soltari Priest	13.00	11.50	8.00
Spirit	3.00	2.00 ▲	1.50
Squandered Resources	11.00	10.00 ▲	7.50
Squirrel	3.50	2.00	2.00
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Cavinal Farm	40.00	40.00	40.00
Squirrel Farm	18.00	16.00 ▲	10.50
Staunch Defenders	12.75	12.00	9.00
Stone Rain	20.00	16.50 ▲	10.00
Stone-Tongue Basilisk	13.50	11.50 V	9.50
Stroke of Genius	32.75	28.50 ▼	23.75
Stroke of Genius	35.00	35.00	35.00
Stupor	12.00	11.00	8.00
Swamp	4.00	3.50 🛦	3.00
Swords To Plowshares	20.00	17.50 🛦	15.00
Swords to Plowshares	14.25	13.50	11.75
Terror	14.25	12.00	11.25
Thorn Elemental	8.40	8.10 🛦	7.50
Thran Quarry	35.50	26.00 ▼	16.00
Thran Quarry	20.00	20.00	20.00
Uktabi Orangutan	10.50	10.00	9.00
Uktabi Orangutan	15.00	12.00	10.00
Vampiric Tutor	17.00	16.00	14.00
Vampiric Tutor	45.00	35.00▼	21.75
Vampiric Tutor	41.50	38.00 🛦	29.00
Vesuvan Doppelganger	18.00	18.00	18.00
Volcanic Geyser	13.50	10.50 ▼	7.30
Warmonger	5.00	4.00	3.00
Wasteland	18.75	16.50 V	15.00
Weatherlight	20.00	20.00 🛦	19.00
Wheel of Fortune	15.00	14.75 V	14.75
Windseeker Centaur	5.50	4.00	4.00
Zuran Orb	15.00	15.00	15.00
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Ingenious Thief

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Starter Set
Starter Starter Deck Box
Starter Theme Deck Box
Starter Booster Box
Starter 2-Player Gift Box
Starter Starter Deck 130.00 130.00 A 70.00 70.00 80.00 80.00 66.50 63.00 A 14.50 14.25 A 8.40 8.20 V 97.50 70.00 80.00 54.00 13.75 8.10 8.10 3.00

Starter Starter Deck			8.40	8.20▼	8.10
Starter Theme Deck Starter Booster Pack			8.40	8.20 V	8.10
			3.00	3.00	3.00
CARD NAME				MEDIAN	
Abyssal Horror Air Elemental	B	R	2.50 0.50	2.50 0.50	2.40 0.50
Alluring Scent	G	R	3.00	3.00 ▲	2.60
Ancient Craving	В	R	2.10	2.00	2.00
Angel of Light	W	Ü	0.70	0.60	0.60
Angel of Mercy	W	U	2.50	1.30 🛦	0.90
Angelic Blessing	W	C	0.20	0.15	0.10
Archangel	W	R	5.80	4.50 ▲	3.80
Ardent Militia	W	U	0.50	0.50 10.00 A	0.40
Armageddon Barbtooth Wurm	G	R	10.00	0.20	8.30 0.15
Bargain	W	C	0.80	0.60	0.60
Blinding Light	W		6.00	6.00 ▲	3.90
Bog Imp	В	R C C	0.20	0.10	0.10
Bog Raiders	В		0.20	0.10	0.10
Bog Wraith	В	U	0.50	0.50	0.45
Border Guard Breath of Life	W	C	0.20	0.10 0.30	0.10
Bull Hippo	G	U	0.50	0.50	0.30
Champion Lancer	W	R	3.00	3.00 ▲	2.60
Charging Paladin	W	Ü	0.50	0.50	0.45
Chorus of Woe	В	C	0.20	0.15	0.15
Cinder Storm	R	U	0.50	0.50	0.50
Coercion	В	Ū	0.80	0.80	0.50
Coral Eel Counterspell	U	C	0.20	0.10 0.40 A	0.10
Dakmor Ghoul	В	U	0.50	0.40	0.60
Dakmor Lancer	В	R	4.00	4.00 ▲	3.00
Dakmor Plague	В	Ü	0.50	0.50	0.50
Dakmor Scorpion	В	C	0.20	0.15	0.10
Dakmor Sorceress	В	R	4.00	4.00 ▲	3.80
Dark Offering	В	Ū	0.50	0.50	0.50
Denizen of the Deep Devastation	U	R R	5.00	5.00	5.00
Devoted Hero	W	C	0.20	6.00 ▲ 0.10	4.80 0.10
Devout Monk	W	Č	0.20	0.10	0.10
Dread Reaper	В	R	4.00	4.00 ▲	3.40
Durkwood Boars	G	C	0.20	0.10	0.10
Eager Cadet	W	CF	0.10	0.10	0.10
Earth Elemental	R	U	0.50	0.50	0.45
Exhaustion Extinguish	U	C	0.50 0.25	0.50 0.20	0.50 0.15
Eye Spy	Ŭ	Ü	0.50	0.50	0.15
False Peace	W	U	0.50	0.50	0.45
Feral Shadow	В	C	0.20	0.10 0.50	0.10
Fire Elemental	R	U	0.50	0.50	0.45
Fire Tempest	R	R	5.00	5.00 ▲	3.60
Foot Soldiers Forest (4 Variants)	L	C	0.20	0.10 0.10	0.10 0.10
Gerrard's Wisdom	W	Ř	5.00	5.00▲	3.00
Giant Octopus	Ü	C	0.20	0.10	0.10
Goblin Cavaliers	R	С	0.25	0.20	0.15
Goblin Chariot	R	С	0.20	0.15	0.15
Goblin Commando	R	U	0.50 3.30	0.50	0.50
Goblin General Goblin Glider	R R	U	3.30	1.50 ▲	1.00
Goblin Hero	R	RF	0.40 2.50	0.35 2.00	0.30
Goblin Lore	Ř	Ü	0.50	0.50	0.50
Goblin Mountaineer	Ř	Č	0.20	0.10	0.10
Goblin Settler	R	U	0.80	0.70 ▲	0.60
Gorilla Warrior	G	С	0.20	0.10	0.10
Gravedigger Grim Tutor	В	U	0.50	0.50	0.40
Grizzly Bears	B G	R	7.00	7.00 🛦	4.50
Hand of Death	В	C	0.20	0.10 0.10	0.10 0.10
Hollow Dogs	В	CCC	0.20	0.10	0.10
Howling Fury	В	U	0.50	0.50	0.40
Hulking Goblin	R	C	0.20	0.10	0.10
Hulking Ogre	R	U	0.50	0.50	0.40

Island (4 Variants)	L	Ĺ	0.20	0.10	0.20
Jagged Lightning	R	Ū	0.50	0.50	0.45
Knight Errant Last Chance	R	CR	5.00	0.10 5.00 A	0.10 3.90
Lava Axe	R	C	5.00 0.25 0.20	0.25	0.20
Lone Wolf	G	000	0.20	0.25 4	0.20 0.15
Loyal Sentry Lynx	W	R	3.00 0.30	3.00 A 0.25	2.60 0.25
Man-o'-War	Ŭ	Ü	0.50	0.50	0.50
Merfolk of the Pearl Trident	U	CF	0.10	0.10	0.10
Mind Rot Mons's Goblin Raiders	B	C RF	0.20	0.15 2.00	0.10
Monstrous Growth	G	· C	2.00 0.20	0.15	1.40 0.15
Moon Sprite	G	U	0.50	0.50 0.10	0.45
Mountain (4 Variants)	L	L	0.20	0.10	0.10
Muck Rats Natural Spring	G	C	0.20	0.10 0.50	0.10 0.40
Nature's Cloak	G	Ř	4.00	4.00 ▲	3.30
Nature's Lore	G	C	0.20	0.15	0.10
Norwood Archers Norwood Ranger	G	CCC	0.20	0.10 0.10	0.10
Ogre Warrior	R	C	0.20	0.10	0.10 0.10
Owl Familiar	U	U	0.50	0.50	0.40
Path of Peace	W	C	0.20	0.10	0.10
Phantom Warrior Piracy	U	R R	4.00	4.00 A 3.00	2.70 3.00
Plains (4 Variants)	L	L	0.20	0.10	0.10
Pride of Lions	G	U	0.80	0.60	0.60
Psychic Transfer Raging Goblin	U R	R	2.00 0.25	2.00 A 0.25 A	1.60
Raise Dead	В	C	0.20	0.23	0.20
Ransack	U	R	4.00	4.00 🛦	2.80
Ravenous Rats	В	U	0.25	0.25	0.25
Relearn Relentless Assault	R	U R	0.60 6.00	0.50 6.00	0.50 5.90
Remove Soul	Ü	Ċ	0.20	0.10	0.10
Renewing Touch	G	U	0.60	0.50	0.50
Righteous Charge Righteous Fury	W	U R	0.25 4.70	0.25	0.25
Royal Falcon	W	CF	0.10	3.50 A 0.10	3.30 0.10
Royal Trooper	W	U	0.50	0.40	0.35
Sacred Nectar	W	C	0.20	0.15	0.15
Scathe Zombies Scorching Spear	B	CF C	0.10	0.10 0.10	0.10 0.10
Sea Eagle	Ü	CF	0.10	0.10	0.10
Serpent Warrior	В	C	0.20	0.10	0.10
Shrieking Specter Silverback Ape	G	U	0.50	0.50 0.50	0.50 0.50
Sleight of Hand	Ü	Č	0.50 0.20	0.30	0.30
Snapping Drake	U	С	0.20	0.10	0.10
Soul Feast Southern Elephant	В	Ũ	0.50	0.50	0.50
Spitting Earth	G R	C	0.20	0.10 0.30	0.10 0.30
Squall	G	С	0.30 0.20	0.10	0.10
Steadfastness	W	C	0.20	0.10	0.10
Stone Rain Storm Crow	R	C	0.20	0.10 0.10	0.10
Stream of Acid	В	U	0.80	0.60	0.60
Summer Bloom	G	R	5.00	5.00 ▲	3.50 0.10
Swamp (4 Variants) Sylvan Basilisk	G	L R	0.20 3.00	0.10 2.50 A	2.30
Sylvan Yeti	Ğ	R	2.60	2.30	2.10
Thorn Elemental	G	R	5.60	4.50 ▲	2.10 3.30
Thunder Dragon Tidings	R	R U	7.00 0.50	6.50 A 0.50	6.30 0.40
Time Ebb	Ŭ	Č	0.20	0.10	0.10
Time Warp	U	R	8.30	7.50 ▲	7.30 0.10
Touch of Brilliance	U	C	0.20	0.10	0.10
Trained Orgg Tremor	R	R	3.00 0.20	3.00 A 0.10	2.50 0.10
Undo	U	U	0.50	0.50	0.40
Untamed Wilds	G	Ū	0.50 0.20	0.50	0.45
Venerable Monk Vengeance	W	C	0.20	0.10 0.50	0.10 0.45
Veteran Cavalier	W	Ŭ	0.60	0.50	0.50
Vizzerdrix	U	R	3.00	3.00 🛦	2.60
Volcanic Dragon Volcanic Hammer	R	R	5.90 0.25	5.50 A 0.25 A 0.50	5.30 0.20
Water Elemental	Ü	C	0.25	0.25	0.45
Whiptail Wurm	G	U	0.80	0.60 4.00 A	0.60
Whirlwind Wicked Pact	G	R	4.00	4.00 🛦	3.30
Wild Griffin	B	C	6.00	6.00 4	4.00 0.10
Wild 0x	G	U	0.20 0.50	0.50	0.50
Willow Elf	G	CF	0.10	0.10	0.50
Wind Drake Wind Sail	U	C	0.20	0.10	0.10 0.25
Wood Elves	G	Ü	0.50	0.25 0.50	0.50
Total	1.50	2	12.30	196.00 ▲	
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Unglued Set Unglued Booster Box Unglued Booster Pack 100.00 100.00 80.00 140.00 110.00 100.00 3.50 2.80 2.50

CARD NAME	COL	RAR	UPPER	R MEDIAN	LOWER
Ashnod's Coupon	A	R	3.00	2.50	2.00
B.F.M. (Big Furry Monster)-L	В	R	5.80	5.00	4.30
B.F.M. (Big Furry Monster)-P	B	R	5.80	5.00	4.30
Blacker Lotus	A	R	4.80	4.00	4.00
Bronze Calendar	A	U	0.90	0.50▼	0.50
Bureaucracy	U	R	2.80	2.00▼	2.00
Burning Cinder Fury of					
Crimson Chaos Fire	R	R	3.00	2.50	2.00
Cardboard Carapace	G	R	3.80	2.50	2.00
Censorship	U	U	0.50	0.50	0.50
Chaos Confetti	A	C	0.30	0.25	0.15
Charm School	W	U	0.50	0.50	0.50
Checks and Balances	U	U	0.50	0.50	0.50





Chicken a la King	U	R	3.00	2.50	2.00
Chicken Egg	R	C	0.25	0.25	0.15
Clam Session	U	C	0.25	0.25 0.25	0.15
Clambassadors Clam-I-Am	U	C	0.25		0.15
Clay Pigeon	A	Ŭ	0.50	0.50	0.50
Common Courtesy	U	U	0.50	0.50 0.25 0.25 0.25	0.50
Deadhead	В	CCCC	0.25	0.25	0.15
Denied!	U B	C	0.25	0.25	0.15
Double Cross Double Deal	R	C	0.25	0.25	0.15 0.15
Double Dip	W	Č	0.25	0.25	0.15
Double Play	G	C	0.25	0.25	0.15
Double Take	U	C	0.25	0.25	0.15
Elvish Impersonators	G	U	0.25	0.25	0.15 0.50
Flock of Rabid Sheep Forest	G	C	0.80	0.35	0.15
Fowl Play	U	C	0.25	0.25	0.15
Free-for-All	U	R	3.00	2.50	2.00
Free-Range Chicken	G	C	0.25	0.25	0.15
Gerrymandering Get a Life	G	U	0.50	0.50	0.50
Ghazban Ogress	G	C	0.50	0.50	0.50 0.15
Giant Fan	Ā	Ř	3.60	2.50	2.00
Goblin	R	U	0.90	0.50 V	0.50
Goblin Bookie	R	C	0.25	0.25	0.15
Goblin Bowling Team Goblin Tutor	R	C	0.25	0.25	0.15 0.50
Growth Spurt	G	C	0.25	0.25	0.15
Gus	G	Č	0.25	0.25	0.15
Handcuffs	В	U	0.50	0.50	0.50
Hungry Hungry Heifer	G	Ñ	0.50 0.25	0.50	0.50
Hurloon Wrangler I'm Rubber, You're Glue	R	CR	3.00	0.25 2.50	0.15 2.00
Incoming!	G	R	3.00	3.00	2.30
Infernal Spawn of Evil	В	R	5.00	4.00	3.00
Island	U		0.80	0.25 ▼	0.15
Jack-in-the-Mox	AR	R	4.00	3.50	3.00
Jalum Grifter Jester's Sombrero	A	R	3.00	2.50	2.00
Jumbo Imp	В	Ü	0.50	0.50	0.50
Knight of the Hokey Pokey	W	C	0.25	0.25	0.15
Krazy Kow	R	C	0.25	0.25	0.15
Landfill	R	R	3.00 0.50	2.50	2.00 0.50
Lexivore Look at Me, I'm the DCI	W	R	3.00	3.00	2.30
Mesa Chicken	W	C	0.25	0.25	0.15
Mine, mine, mine!	G	R	3.00	2.50	2.00
Mirror Mirror	A	R	4.80	3.50	3.00
Miss Demeanor Mountain	W	C	0.50	0.50 0.25 v	0.50 0.15
Once More with Feeling	W	R	3.00		2.00
Organ Harvest	В	C	0.25	0.25	0.15
Ow _	В	R	3.00	2.50	2.00
Paper Tiger	A	C	0.25	0.25	0.15
Pegasus Plains	· W	C	0.50	0.50 0.25 v	0.50 0.15
Poultrygeist	В	C	0.25	0.25	0.15
Prismatic Wardrobe	W	C	0.25	0.25	0.15
Psychic Network	U	R	2.90	2.30 ▼	2.00
Ricochet Rock Lobster	R	C	0.50	0.50 0.25	0.50 0.15
Scissors Lizard	A	C	0.25	0.25	0.15
Sex Appeal	W	Č	0.25	0.25	0.15
Sheep	G	U	0.90	0.50 ▼	0.50
Soldier	W	U	0.90	0.50 ▼	0.50
Sorry Spark Fiend	U	U R	0.50	0.50 2.30 V	0.50 2.00
Spatula of the Ages	A	U	0.50	0.50	0.50
Squirrel	G	U	2.10	0.70 ▼	0.50
Squirrel Farm	G	R	4.00	3.50	3.00
Strategy, Schmategy	R	R	3.00	2.50 0.25 V	2.00
Swamp Team Spirit	B	C	0.80	0.25	0.15 0.15
Temp of the Damned	В	C	0.25	0.25	0.15
The Cheese Stands Alone	W	Ř	3.00	3.00	3.00
The Ultimate Nightmare of			0.50	1	
WotC Customer Service	Ü	U	0.50	0.50	0.50
Timmy, Power Gamer Urza's Contact Lenses	G	R	3.00 0.50	3.00 0.50	2.30 0.50
Urza's Science Fair Project	A	Ü	0.50	0.50	0.50
Volrath's Motion Sensor	В	Ü	0.50	0.50	0.50
Zombie	В	U	0.90	0.50 🔻	0.50
Total	050,000	1	28.10	106.30 🔻	88.50

Portal

CARD NAME	COL RAR UPPER	MEDIAN	LOWER
Portal Booster Pack	3.00	3.00	3.00
Portal Starter Deck	7.00	7.00	7.00
Portal Booster Box	85.00	85.00 🛦	85.00
Portal Starter Box	75.00	75.00 🛦	75.00
Portal Set	205.00	180.00 ▼	170.00
B + 10 +	005.00		

GARU NAME	LUL	KAH	UPPER	MEDIAN	LUWER
Alabaster Dragon	W	R	6.00	6.00 ▲	5.80
Alluring Scent	G	R	3.10	3.00	2.60
Anaconda (ver. 1)	G	U	0.60	0.50	0.40
Anaconda (ver. 2)	G	U	0.60	0.50	0.40
Ancestral Memories	U	R	4.60	4.30 ▲	3.30
Angelic Blessing	W	C	0.20	0.15	0.15
Archangel	W	R	8.60	8.30 🛦	8.10
Ardent Militia	W	U	0.60	0.50	0.40
Armageddon	W	R	11.25	10.50	9.80
Armored Pegasus	W	C	0.20	0.10	0.10
Arrogant Vampire	В	U	0.80	0.80	0.70
Assassin's Blade	В	U	0.80	0.80	0.60
Balance of Power	U	R	4.30	4.00 🛦	3.50

Berthard and a recommendation of the constraints	200 C	4500	and the State of Stat	Day are the state of the	Market Continue
Baleful Stare	U	U	0.70	0.50	0.50
Bee Sting	G	U	0.70	0.50 0.80	0.50
Blaze (ver. 1) Blaze (ver. 2)	Ř	Ü	0.90	0.80	0.60
Blessed Reversal	W	R	4.00	4.00 🛦	3.80
Blinding Light Bog Imp	W	R	3.50 0.20	3.00 ▼ 0.10	2.20 0.10
Bog Raiders	В	C	0.20	0.10	0.10
Bog Wraith Boiling Seas	B	U	0.60	0.50 0.60	0.45
Border Guard	W	C	0.20	0.10	0.10
Breath of Life Bull Hippo	W	C	0.20	0.15 0.50	0.10
Burning Cloak	R	C	0.20	0.10	0.10
Capricious Sorcerer	U B	R	2.60 0.60	2.00 ▼ 0.50	2.00
Charging Bandits Charging Paladin	W	U	0.60	0.50	0.50
Charging Rhino	G	R	3.30	2.50 ▼	2.00
Cloak of Feathers Cloud Dragon	U	C R	0.20 5.30	0.10 4.50 A	0.10 4.30
Cloud Pirates	U	С	0.20	0.10	0.10
Cloud Spirit Command of Unsummoning	U	U	0.70	0.50 0.50	0.45
Coral Eel	U	С	0.20	0.10	0.10
Craven Giant	R B	C	0.20	0.10 0.10	0.10 0.10
Craven Knight Cruel Bargain	В	R	3.80	3.50 ▼	3.30
Cruel Fate	U	R	4.00	4.00 🛦	3.40
Cruel Tutor Deep Wood	B	R	4.00 0.60	4.00 A 0.50	3.50 0.50
Deep-Sea Serpent	U	U	0.70	0.50	0.50
Defiant Stand Desert Drake	W	U	0.70	0.50	0.40
Devastation	R	R	5.60	0.50 5.30 A	2.90
Devoted Hero	W	C	2.10	0.25	0.20
Djinn of the Lamp Dread Charge	В	R R	4.80	4.50	2.30 4.00
Dread Reaper	В	R	4.00	4.00	3.50
Dry Spell D j^ Vu	B	C	2.90	2.80 A 0.25	1.60
Earthquake	R	R	7.10	7.00 ▲	6.00
Ebon Dragon Elite Cat Warrior (ver. 1)	B	R	6.40 0.20	6.30	6.10 0.10
Elite Cat Warrior (ver. 2)	G	C	0.20	0.10	0.10
Elven Cache	G	C	0.35	0.25	0.20
Elvish Ranger Endless Cockroaches	G	R	0.25 3.10	0.20 3.00	0.15 2.50
Exhaustion	U	R	3.10	3.00	2.40
False Peace Feral Shadow	W	C	0.20	0.15 0.10	0.15 0.10
Final Strike	В	Ř	4.60	4.30	3.60
Fire Dragon	R	R	7.80	7.50	6.90
Fire Imp Fire Snake	R	C	0.60	0.50 0.10	0.45
Fire Tempest	R	R	4.00	4.00	3.20
Flashfires Fleet-Footed Monk	R	C	0.70	0.50 0.10	0.50 0.10
Flux	U	U	0.70	0.50	0.40
Foot Soldiers Forest (4 Versions)	W	C	0.20	0.10	0.10 0.10
Forked Lightning	R	R	4.60	0.10 ▼ 4.30 ▲	3.50
Fruition Giant Octobus	G	C	0.25	0.20	0.15
Giant Octopus Giant Spider	G	C	0.20	0.10 0.10	0.10
Gifts of Estates	W	R	3.10	3.00	2.60
Goblin Bully Gorilla Warrior	R	C	0.20	0.10 0.10	0.10
Gravedigger	В	U	0.60	0.50	0.35
Grizzly Bears Hand of Death (ver. 1)	G	C	0.20	0.10 0.10	0.10 0.10
Hand of Death (ver. 2)	В	C	0.20	0.10	0.10
Harsh Justice Highland Giant	R	R	4.00 0.20	4.00 A 0.15	3.30 0.15
Hill Giant	Ř	Č	0.20	0.10	0.10
Horned Turtle	U	С	0.20	0.10	0.10
Howling Fury Hulking Cyclops	B	C	0.20	0.10	0.10
Hulking Goblin	R	С	~0.20	0.10	0.10
Hurricane Ingenious Thief	G	R	2.90	1.50 V	1.50
Ingenious Thief Island (4 Versions)	L	L	0.20	0.50 0.10 ▼	0.10
Jungle Lion	G	C	0.20	0.15 0.15	0.15 0.15
Keen-Eyed Archers King's Assassin	В	Ř	5.80	5.50	5.50
Knight Errant	W	C	0.20	0.10	0.10
Last Chance Lava Axe	R	R	4.60 0.25	4.30 A 0.25	3.60 0.20
Lava Flow	R	U	0.70	0.50	0.50
Lizard Warrior Man-o'-War	R U	C	0.20	0.10	0.10
Mercenary Knight	В	R	3.10	3.00	2.80
Merfolk of the Pearl Trident Mind Knives	B	C	0.20	0.10	0.10
Mind Rot	В	C	0.20	0.10	0.10
Minotaur Warrior	R	Č	0.20	0.10	0.10 0.15
Mobilize Monstrous Growth (ver. 1)	G	C	0.25	0.20	0.15
Monstrous Growth (ver. 2)	G	C	0.25	0.25	0.20
Moon Sprite Mountain (4 Versions)	G	U	0.70	0.50 0.10 ▼	0.50 0.10
Mountain Goat	R	U	0.70	0.50	0.40
Muck Rats Mystic Denial	B	C	0.20	0.10	0.10
Natural Order	G	R	5.00	5.00 ▲	4.50
Natural Spring Nature's Cloak	G	U R	0.70 4.00	0.50 4.00 A	0.35 3.40
Nature's Lore	G	С	0.25	0.20	0.15
Nature's Ruin Needle Storm	B	U	0.70 0.80	0.50 0.70	0.50 0.60
Noxious Toad	В	Ü	0.70	0.50	0.50

Omen	U	C	0.20	0.10	0.10
Owl Familiar	Ü	C	0.20	0.10	0.10
Panther Warriors	G	C	0.20	0.10	0.10
Path of Peace	W	C	0.20	0.10	0.10
Personal Tutor	U	U	0.80	0.70	0.60
Phantom Warrior	U	R	3.30		2.20
Pillaging Horde	R	R	8.50	8.00 ▲	6.90
Plains (4 Versions)	L	L	0.20	0.10 ▼	0.10
Plant Elemental	G	Ñ	0.60		0.50
Primeval Force	G	R	4.60	4.30	4.00
Prosperity	U	R	4.00	4.00	2.90
Pyroclasm	R	R	2.90	2.50 V 0.10	2.40
Python Posing Course	B	C	0.20	0.10	0.10 0.15
Raging Cougar Raging Goblin (ver. 1)	R	Č	0.25	0.25	0.13
Raging Goblin (ver. 2)	Ř	Č	0.25	0.25	0.20
Raging Minotaur	Ä	Č	0.20	0.15	0.15
Rain of Salt	Ř	Ŭ	0.80	0.70	0.60
Rain of Tears	В	Ŭ	1.30	1.10 ▲	0.80
Raise Dead	В	C	0.20	0.10	0.10
Redwood Treefolk	G	Č	0.20	0.10	0.10
Regal Unicom	W	C	0.20	0.10	0.10
Renewing Dawn	W	U	0.80	0.60	0.60
Rowan Treefolk	G	C	0.20	0.10	0.10
Sacred Knight	W	C	0.25	0.20	0.15
Sacred Nectar	W	C	0.20	0.15	0.15
Scorching Spear	R	C	0.20	0.10	0.10
Scorching Winds	R	U	0.70		0.50
Seasoned Marshal	W	U	0.60	0.50	0.50
Serpent Assassin	В	R	4.00	4.00	3.50
Serpent Warrior	В	C	0.20	0.10	0.10
Skeletal Crocodile	В	C	0.20	0.10	0.10
Skeletal Snake	В	C	0.20	0.10	0.10
Snapping Drake	Ü		0.20	0.10	0.10 0.10
Sorcerous Sight	U B	C	0.20	0.10	0.10
Soul Shred Spined Wurm	G	C	0.20	0.10 0.15	0.10
Spiritual Guardian	W	R	4.00	4.00	3.40
Spitting Earth	R	C	0.20	0.10	0.10
Spotted Griffin	W	Č	0.20	0.10	0.10
Stalking Tiger	G	Č	0.20	0.10	0.10
Starlight	W	Ŭ	0.70	0.60	0.60
Starlit Angel	W	Ŭ	0.70	0.60	0.60
Steadfastness	W	C	0.20	0.10	0.10
Stem Marshal	W	R	3.50	3.00 ▼	2.80
Stone Rain	R	C	0.20	0.10	0.10
Storm Crow	U	C	0.20	0.10 0.10	0.10
Summer Bloom	G	R	3.10	3.00	2.50
Swamp (4 Versions)	L	L	0.20	0.10 🔻	0.10
Sylvan Tutor	G	R	3.50	3.00 ▼	3.00
Symbol of Unsummoning	U	C	0.20	0.10	0.10
Taunt	U	R	3.50	3.50 ▲	2.90
Temporary Truce	W	R	3.10	3.00	2.60
Theft of Dreams	U	Ū	0.80	0.50	0.50
Thing from the Deep	U	R	5.50	5.50	5.00
Thundering Wurm	G	R R	4.00 8.50	4.00	3.50
Thundermare Tidal Surge	Ü	C	0.20	8.00 A 0.10	7.70 0.10
Time Ebb	Ü	Č	0.20	0.10	0.10
Touch of Brilliance	Ü	Č	0.20	0.10	0.10 0.10
Treetop Defense	G	Ř	3.50	3.50 ▲	2.90
Undying Beast	В	C	0.20	0.10	0.10
Untamed Wilds	G	U	0.70	0.50	0.50
Valorous Charge	W	Ŭ	0.90	0.90	0.70
Vampiric Feast	В	U	0.90	0.90	0.70
Vampiric Touch	В	С	0.20	0.10	0.10
Venerable Monk	W	U	0.70	0.50	0.35
Vengeance	W	U	0.70	0.50	0.50
Virtue's Ruin	В	Ū	0.90	0.80	0.70
Volcanic Dragon	R	R	7.50	7.50 🛦	7.30
Volcanic Hammer	R	C	0.30	0.25	0.20
Wall of Granite Wall of Swords	R W	U	0.70	0.60	0.50
Warrior's Charge (ver. 1)	W	C	0.70	0.50	0.50 0.10
	W	C		0.10	
Warrior's Charge (ver. 2) Whiptail Wurm	G	Ü	0.20	1.00	0.10
Wicked Pact	В	R	3.10	3.00	2.60
Willow Dryad	Ğ.	C	0.20	0.10	0.10
Wind Drake	Ŭ	Č	0.20	0.10	0.10
Winds of Change	Ř	Ř	3.80	3.50 ▼	2.60
Winter's Grasp	G	U	0.90	0.80	0.70
Withering Gaze	U	Ü	0.80	0.60	0.60
Wood Elves	G	R	2.60	2.00 ▼	1.70
Wrath of God	W	R	12.25	12.00	12.00
Total		3	24.30	292.60	257.90
CARES	Chapter with	17/20	1500		1000
PORTA			· K		

SECOND AGE

S. Consult And	- Justiner		in a second
Portal 2 Set	185.00	145.00	135.00
Portal 2 Starter Box	55.00	35.00 ▼	32.00
Portal 2 Booster Box	85.00	80.00 🛦	72.50
Portal 2 Starter Deck	7.00	6.00 ▼	5.00
Portal 2 Poneter Pack	2 00	2 70 7	2.60

155 Cards

CARD NAME	COL	RAR	UPPER	MEDIAN	LOWER
Abyssal Nightstalker	В	U	0.60	0.50	0.50
Air Elemental	U	U	0.90	0.60 ▼	0.50
Alaborn Cavalier	W	U	0.60	0.50	0.50
Alaborn Grenadier	W	C	0.40	0.30	0.20
Alaborn Musketeer	W	C	0.30	0.20	0.10
Alaborn Trooper	W	C	0.30	0.20	0.10
Alaborn Veteran	W	R	4.00	3.40 ▼	2.60
Alaborn Zealot	W	U	0.80	0.60 ▼	0.50
Alluring Scent	G	R	3.30	2.80 ▼	2.40
Ancient Craving	В	R	3.60	3.00 ♥	2.30
Angel of Fury ·	W	R	4.40	3.90	3.70
Angel of Mercy .	W	- 11	1 60	0.80	0.50

		-	-		
Alie Discoine	W	С	0.30	0.20	0.15
Angelic Blessing					0.20
Angelic Wall	W	C	0.30	0.25	0.20
Apprentice Sorcerer	U	U	0.60	0.50	0.50 4.30
Archangel	W	R	9.80	7.00 🛦	4.30
Amageddon	W	R	10.00	9.40 ▼	8.10
Armored Galleon	U	U	0.60	0.50	0.50
Armored Griffin	W	Ū	0.80	0.60	0.50
	G	Č	0.30	0.25	0.20
Barbtooth Wurm					
Bargain	W	U	1.00	0.80	0.50
Bear Cub	G	C	0.30	0.20	0.10
Bee Sting	G	U	0.60	0.50	0.50
Blaze	R	U	1.10	0.60 ▼	0.50
Bloodcurdling Scream	В	Ü	0.60	0.50	0.50
	W	Č	0.30	0.50	0.10
Breath of Life		0	7.00	6.00	5.70
Brimstone Dragon	R	R	7.00	6.00	5.70
Brutal Nightstalker	В	U	0.60	0.50	0.50
Chorus of Woe	В	C	0.30	0.20	0.15
Coastal Wizard	U	R	4.00	3.00 ▼	2.70
Coercion	В	U	0.50	0.50	0.40
Cruel Edict	В	C	0.30	0.20	0.15
	Ř	Ř	5.50	3.60 ▼	2.20
Cunning Giant					
Dakmor Bat	В	С	0.30	0.20	0.10
Dakmor Plague	В	U	.0.60	0.50	0.45
Dakmor Scorpion	В	C	0.30	0.20	0.10
Dakmor Sorceress	В	R	6.10	4.40	3.30
Dark Offering	В	U	0.60	0.50	3.30 0.50
Deathcoil Wurm	G	Ř	5.50	3.50 ▼	2.50
Deep Wood	G	U	1.00	0.80	0.50
Déjà vu	U	C	0.30	0.20	0.10
Denizen of the Deep	U	R	5.90	5.30	4.90
Earthquake	R	R	6.90	5.30 ▼	3.70
Exhaustion	U	R	4.00	3.50 ▼	2.70
	Ü	C	0.30	0.25	0.20
Extinguish		0	1.40	0.20	
Eye Spy	U	U	1.40	0.50 0.20	0.50
False Summoning	U	C	0.30	0.20	0.10
Festival of Trokin	W	C	0.30	0.25	0.10 0.20
Forest (3 Versions)	L	L	0.30	0.25 0.20	0.10
Foul Spirit	В	Ū	0.30 0.30 0.30 2.20	0.80	0.50
	R	Č	0.30	0.25	0.20
Goblin Cavaliers				0.20	
Goblin Firestarter	R	'n	0.60	0.50	0.50
Goblin General	R	R	5.90	4.30 ▼	3.00
Goblin Glider	R	С	0.30	0.25	0.20
Goblin Lore	R	U	0.60	0.50	0.50
Goblin Matron	R	Ū	0.60	0.50	0.45
Goblin Mountaineer	R	Č	0.50	0.40	0.20
			0.00		
Goblin Piker	R	C	0.30 0.30 0.70	0.20	0.10
Goblin Raider	R	C	0.30	0.20	0.10
Goblin War Cry	R	U	0.70	0.60	0.50
Goblin War Strike	R	С	0.60	0.40	0.20
Golden Bear	G	C	0.30	0.20	0.10
Hand of Death	В	C	0.30	0.20	0.10
		0			
Harmony of Nature	G	U	0.80	0.60	0.50
Hidden Horror	В	R	5.00	4.00 ▼	2.70
Hurricane	G	R	4.30	3.30 ▼	2.30
Ironhoof Ox	G	U	0.60	0.50	0.50
Island (3 Versions)	L	L	0.30	0.20	0.10
Jagged Lightning	R	Ū	0.60	0.50	0.50
	w	R	3.30		1.90
Just Fate				2.60 ▼	0.50
Kiss of Death	В	U	0.60	0.50 0.25	0.50 0.20
Lava Axe	R	C	0.30	0.25	0.20
Lone Wolf	G	U	0.30 0.70	0.50 0.20	0.50
Lurking Nightstalker	В	C	0.30	0.20	0.15
Lynx	G	C	0.30	0.20	0.10
Magma Giant	R	R	3.60	2.80 ▼	2.10
Mind Rot	В	C	0.30	0.20	0.10
		0			0.10
Moaning Spirit	В	C	0.30	0.20	0.10
Monstrous Growth	G	C	0.30	0.25	0.20
Mountain (3 Versions)	L	L	0.30	0.20	0.10
Muck Rats	В	C	0.30	0.20	0.10
Mystic Denial	Ü	Ŭ	0.60	0.50	0.50
Natural Spring	G	C	0.45	0.20	0.15
Nature's Lore		C	0.70		0.15
	G		0.30	0.20	0.15
Nightstalker Engine	В	R	4.30 0.30	3.50 ▼ 0.20	2.50
Norwood Archers	G	C	0.30		0.10
Norwood Priestess	G	R	5.10	3.90 ▼	3.00
Norwood Ranger	G	C	0.30	0.20	0.10
Norwood Riders	G	C	0.30	0.20	0.10
Norwood Warrior	G	C	0.00		
		0	0.30	0.20	0.10
Obsidian Giant	R	U	0.70	0.60	0.50
Ogre Arsonist	R	U	0.70	0.60	0.50
Ogre Berserker	R	C	0.30	0.25	0.20
Ogre Taskmaster	R	U	0.70	0.50	0.50
Ogre Warrior	R	C	0.30	0.20	0.10
Path of Peace	W	Č	0.30	0.20	0.10
	,,	·	2.00	2.20	









Piracy	U	R	4.00	3.60▼	3.20
Plains (3 Versions)	L	Ĺ	0.30	0.20	0.10
Plated Wurm	G	C	0.30	0.25	0.20
Predatory Nightstalker	В	Ū	0.70	0.50▼	0.50
Prowling Nightstalker	В	C	0.30	0.20	0.10
Raging Goblin	R	C	0.35	0.25	0.20
Raiding Nightstalker	В	C	0.30	0.20	0.10
Rain of Daggers	В	R	4.00	3.50♥	2.80
Raise Dead	В	C	0.30	0.20	0.10
Rally the Troops	W	U	0.70	0.50	0.50
Ravenous Rats	В	C	0.30	0.20	0.15
Razorclaw Bear	G	R	4.30	3.50 ▼	2.80
Relentless Assault	R	R	6.10	5.50▼	4.80
Remove	U	U	0.60	0.50	0.50
Renewing Touch	G	U	0.70	0.60	0.50
Return of the Nightstalkers	В	R	5.00	4.40	4.00
Righteous Charge	W	C	0.30	0.25	0.20
Righteous Fury	W	R	4.20	3.60▼	3.20
River Bear	G	U	0.70	0.50	0.50
Salvage	G	C	0.30	0.20	0.15
Screeching Drake	U	С	0.30	0.20	0.15
Sea Drake	U	U	0.60	0.50	0.50
Sleight of Hand	U	C	0.30	0.25	0.20
Spitting Earth	R	C	0.30	0.20	0.10
Steam Catapult	W	R	5.10	3.80 ▼	2.60
Steam Frigate	U	C	0.30	0.20	0.10
Stone Rain	R	C	0.30	0.20	0.10
Swamp (3 Versions)	L	L	0.30	0.20	0.10
Swarm of Rats	B	Ç	0.30	0.25	0.20
Sylvan Basilisk Sylvan Yeti	G	R R	3.80	3.40 ▼	2.80
Talas	U	R	4.80	3.40 ▼	2.60
Talas Air Ship	U	C	0.30	0.20	2.60 0.10
Talas Explorer	Ü	C	0.30	0.20	0.10
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Talas Warrior	Ü	R	2.70	2.20 ▼	1.80
Temple Acolyte	W	C	0.30	0.20	0.15
Temple Elder	W	Ŭ	0.60	0.50	0.50
Temporal Manipulation	Ü	Ř	6.50	4.50▼	3.00
Theft of Dreams	Ŭ	Ü	0.60	0.50	0.50
	_	_		00	3100

Tidal Surge Time Ebb Touch of Brilliance Town Sentry Tree Monkey Tremor Trokin High Guard Undo Untamed Wilds Vampiric Spirit Vengeance Volcanic Hammer Volunteer Militia Warrior's Stand Wild Griffin Wild Ox Wildfire Wind Sail Total	UUUWGRWUGBWRWWGRU	0.30 0.30 0.30 0.30 0.30 0.30 0.30 0.60 0.90 0.35 0.30 0.90 0.30 0.30 0.30 0.30 0.31 0.30 0.31 0.32 0.33 0.33 0.33 0.33 0.34 0.35 0.35 0.35 0.35 0.35 0.35 0.35 0.35	0.20 0.20 0.20 0.20 0.20 0.20 0.50 0.50	0.10 0.10 0.10 0.10 0.10 0.10 0.40 0.50 3.70 0.20 0.10 0.50 0.10 0.50 0.10 1.00 0.10
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Alert Shu Infantry	W	U	0.60	0.60	0.50
Ambition's Cost	В	R	2.00	2.00	2.00
Balance of Power	U	R	4.50	3.90 ₹	3.00
Barbarian General	R	U	0.60	0.50	0.50
Barbarian Horde	R	C	0.15	0.10	0.10
Blaze	R	U	0.70	0.50▼	0.50
Borrowing 100,000 Arrows	U	U	0.60	0.50▼	0.50
Borrowing the East Wind	G	R	3.30	3.00▼	2.50
Brilliant Plan	U	Ū	0.60	0.50	0.50
Broken Dam Burning Fields	U	C	0.15	0.10	0.10
Burning of Xinye	R	C R	0.15 3.60	0.15 3.10▼	0.10 2.60
Cao Cao, Lord of Wei	В	R	6.50	5.00 v	3.50
Cao Ren, Wei Commander	В	R	3.00	3.00	2.80
Capture of Jingzhou	Ü	R	7.00	4.00▼	3.50
Champion's Victory	ŭ	Ü	0.50	0.50	0.50
Coercion	В	Ŭ	0.50	0.50	0.50
Control of the Court	Ř	Ŭ	0.50	0.50	0.50
Corrupt Court Official	В	Ū	0.50	0.50	0.50
Corrupt Eunuchs	R	U	0.50	0.50	0.50
Council of Advisors	U	U	0.60	0.60	0.50
Counterintelligence	U	U	0.50	0.50	0.50
Cunning Advisor	В	U	0.50	0.50	0.50
Deception	В	C	0.20	0.20	0.15
Desert Sandstorm	R	C	0.15	0.15	0.10
Desperate Charge	В	U	0.60	0.60	0.60
Diaochan, Artful Beauty	R	R	3.90	3.00▼	3.00
Dong Zhou, the Tyrant	R	R	4.50	4.00 V	3.50
Eightfold Maze	W	R	3.20	3.00▼	2.50
Empty City Ruse Eunuchs' Intrigues	W	U	0.50	0.50	0.50
Exhaustion	Ü	R	3.30	2.50	2.30
Extinguish	U	C	0.20	0.20	0.15
False Defeat	W	C	0.20	0.20	0.15
False Mourning	G	Ü	0.60	0.50	0.13
Famine	В	Ŭ	0.50	0.50	0.50

	Fire Ambush	В	С	0.20	0.20	0.
	Fire Bowman	R	Ü	0.30	0.20	0.1
	Flanking Troops	W	Ü	0.50	0.30	0.2
	Forced Retreat	Ü	C	0.15	0.45	0.0
	Forest (3 Versions)	Ĺ	C	0.15	0.20	0.2
	Forest Bear	Ğ	Č	0.25	0.15	0.2
	Ghostly Visit	B	Č	0.15	0.10	0.1
	Guan Yu, Sainted Warrior	W	R	4.10	3.00▼	3.0
	Guan Yu's 1,000-Li March	W	R	3.70	3.40▼	27
	Heavy Fog	G	U	0.60	0.60	2.7
	Hua Tuo, Honored Physician	G	R	4.00	3.00 ▼	3.0
	Huang Zhong, Shu General	W	R	3.60	3.20 ▼	3.1
	Hunting Cheetah	G	U	0.60	0.50	0.5
	Imperial Edict	В	C	0.15	0.10	0.1
	Imperial Recruiter	R	U	0.50	0.50	0.5
	- Imperial Seal_	В	R	4.50	2.00▼	2.0
	Independent Troops	R	C	0.15	0.10	0.1
	Island (3 Versions)	L	С	0.25	0.20	0.2
	Kongming, "Sleeping Dragon"	'W	R	4.00	3.00▼	3.0
		W	R	4.00	3.00▼	2.5
	Lady Sun	U	R	4.40	4.00 ▼	3.5
1	Lady Zhurong, Warrior Queen		R	5.00	4.00	3.5
	Liu Bei, Lord of Shu Lone Wolf	W	R	3.30	3.00▼	2.5
1	Loyal Retainers	G W	U	0.60	0.50	0.5
	Lu Bu, Master-at-Arms	R	R	0.50	0.50	0.5
	Lu Meng, Wu General	Ü	R	3.60	3.00	2.9
1	Lu Su, Wu Advisor	Ü	R	3.50	3.20 ▼	3.1
i	Lu Xun, Scholar General	Ü	R	3.70	3.00♥	
1	Ma Chao, Western Warrior	Ř	R	3.50	3.00▼	3.2
ı		G	R	7.30	3.00 ▼	2.5
١	Meng Huo, Barbarian King	G	R	5.50	4.00▼	3.5
١	Meng Huo's Horde	Ğ	C	0.15	0.10	0.1
	Misfortune's Gain	W	C	0.15	0.10	0.1
1	Mountain (3 Versions)	L	C	0.25	0.20	0.2
	Mountain Bandit	R	C	0.15	0.10	0.1
1	Mystic Denial	U	U	0.50	0.50	0.5
1	Overwhelming Forces	В	R	6.50	3.00 ♥	2.5
1		W	R	3.70	3.30 ▼	3.2
1	Peach Garden Oath	W	U	0.90	0.50 ♥	0.5
ı	Plains (3 Versions)	L	C	0.25	0.20	0.5
ı	Poison Arrow	В	Ũ	0.50	0.50	0.5
ı	Preemptive Strike	U	С	0.15	0.10	0.1
ı	Rally the Troops	W	U	0.70	0.60	0.5
1	Ravages of War	W	R U	6.50		2.5
	Ravaging Horde Red Cliffs Armada	U	U	0.50	0.50	0.5
	Relentless Assault	R	R	0.50 6.80	0.50 6.00▼	0.4 4.0
	Renegade Troops	R	Ü	0.60	0.50	0.4
	Return to Battle	В	C	0.20	0.15	0.4
	Riding Red Hare	W	C	0.20	0.13	0.1
	Riding the Dilu Horse	G		2.40	2.00▼	2.0
1	Rockslide Ambush	Ř	Ü	0.60	0.60	0.5
	Rolling Earthquake	R	Ř	5.70	5.40 ▼	0.5 3.7
1	Sage's Knowledge	Ü	C	0.15	0.15	0.1
	Shu Cavalry	W	C	0.15	0.15	0.1
	Shu Defender	W	C	0.15	0.15	0.1
	Shu Elite Companions	W	U	0.60	0.50	0.5
1	Shu Elite Infantry	W	C	0.15	0.10	0.1
	Shu Farmer	W	C	0.15	0.15	0.1
1	Shu Foot Soldiers	W	C	0.15	0.10	0.1
	Shu General	W	U	0.60	0.50	0.5
١	Shu Grain Caravan	W		0.15	0.10	0.1
1		W	U	0.50	0.50	0.5
	Sima Yi, Wei Field Marshal	В	R	4.80	4.00▼	3.5
١	Slashing Tiger	G	R	3.90	2.00▼	2.0
	Southern Elephant	G	C	0.15	0.15	0.1
4						

0.15	Spoils of Victory	G	U	0.60	0.60	0.5
0.45	Spring of Eternal Peace	Ğ	C	0.00	0.00	0.3
0.35	Stalking Tiger	G	Č	0.15		0.1
0.10	Stolen Grain	B	Ü	0.70		
0.20	Stone Catapult	В	R	4.30		2.8
0.10	Stone Rain	Ř	C	0.20		0.1
0.10	Strategic Planning	Ü	Ü	0.50		0.1
3.00	Straw Soldiers	Ü	Č	0.15	0.10	0.1
2.70	Sun Ce, Young Conqueror	Ŭ	Ř	4.10		3.0
0.50	Sun Quan, Lord of Wu	Ŭ	R	4.50	3.00 ▼	3.0
3.00	Swamp (3 Versions)	L	C	0.25	0.20	0.2
3.10	Taoist Hermit	Ğ	Ŭ	0.50	0.50	0.5
0.50	Taoist Mystic	G	R	3.00	3.00	2.5
0.10	Taunting Challenge	G	R	2.80	2.50▼	2.5
0.50	Three Visits	G	C	0.15	0.15	0.1
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2.50	Virtuous Charge	W	C	0.15	0.15	0.1
3.50	Volunteer Militia	W	C	0.15	0.15	0.1
3.50	Warrior's Oath	R	R	4.80	3.60	2.8
2.50	Warrior's Stand	W	U	0.60	0.50▼	0.5
0.50	Wei Ambush Force	В	C	0.15	0.10	0.1
0.50	Wei Assassins	В	U	0.50	0.50	0.5
2.90	Wei Elite Companions Wei Infantry	B	Ũ	0.50	0.50	0.5
3.10	Wei Night Raiders	В	C	0.30		0.1
2.80	Wei Scout	В	C		0.50	0.5
3.20	Wei Strike Force	В	C	0.15	0.10 0.15	0.1
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3.50	Wu Admiral	ŭ	Ü	0.50	0.50	0.5
0.10	Wu Elite Cavalry	Ŭ	Č	0.15	0.10	0.1
0.10	Wu Infantry	Ŭ	Č.	0.15	0.10	0.1
0.20	Wu Light Cavalry	Ū	C	0.15	0.10	0.1
0.10	Wu Longbowman	U	Ū	0.60	0.50	0.5
0.50 - 2.50	Wu Scout	U	C	0.15	0.15	0.1
3.20	Wu Spy	U	U	0.60	0.50▼	0.5
0.50	Wu Warship	U	C	0.15	0.10	0.1
0.20	Xiahou Dun, the One-Eyed	В	R	3.60		3.1
0.50	Xun Yu, Wei Advisor Yellow Scarves Cavalry	В	R	3.50	3.00 ▼	2.9
0.10	Yellow Scarves Cavalry	R	C	0.15	0.10	0.1
0.50	Yellow Scarves General	R	R	3.00	2.00▼	1.8
2.50	Yellow Scarves Troops	R	C	0.15	0.10	0.1
0.50	Young Wei Recruit Yuan Shao, the Indecisive	B R	R	0.15 5.10	0.10 4.20	0.1
0.45	Yuan Shao's Infantry	R	Ü	0.50	0.50	3.6
4.00	Zhang Fei, Fierce Warrior	W	R	3.40	3.00▼	0.5 3.0
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0.15	Zhao Zilong, Tiger General	W		3.50	3.00 ▼	2.9
2.00	Zhou Yu, Chief Commander	U	R	3.40		3.0
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0.50	Zodiac Monkey	G	С	0.15	0.15	0.1
0.10	Zodiac Ox	G	U	0.60	0.50	0.5
0.10	Zodiac Pig	В	Ü	0.50	0.50	0.5
0.10	Zodiac Rabbit	G	C	0.15	0.10	0.1
0.50 0.10	Zodiac Rat	В	C	0.15	0.15	0.1
0.10	Zodiac Rooster Zodiac Snake	G B	C	0.15	0.15 0.15	0.1
3.50	Zodiac Tiger	G	Ü	0.15	0.15	0.1
2.00	Zuo Ci, the Mocking Sage	G	R	3.30	3.00▼	3.0
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Electrode	L	R 5.40	3.00	2.20
Energy Removal	Ţ	C 0.25	0.20	0.10
Energy Retrieval	Ţ	U 1.00 U 1.00	0.80	0.50
Farfetch'd Fighting Energy	C	E 0.25	0.90	0.50 0.10
Fire Energy	Ē	E 0.25	0.10	0.10
Full Heal	T	U 1.00	0.80	0.50
Gastly	P	C 0.25	0.25	0.15
Grass Energy Growlithe	E FR	E 0.20 U 1.00	0.10	0.10
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Kakuna	G	U 1.00	0.90	0.50
Koffing Lass	G	C 0.25 R 4.00	0.25 3.20	0.15 1.90
Lightning Energy	E	E 0.25	0.15	0.10
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Machoke	F	U 1.00	0.90	0.50
Machop	F W	C 0.25	0.20	0.15
Magikarp Magmar	FR	U 1.00 U 1.00	0.90	0.50 0.50
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Nidoran	G	C 0.25	0.25	0.15
Nidorino	G	U 1.00	0.90	0.50
Ninetales	FR F	F 15.75	7.30 🔻	5.00
Onix Pidgeotto	C	C 0.25 R 4.30	0.25 3.00	0.15 2.20
Pidgey	C	C 0.25	0.25	0.15
Pikachu	L	C 0.35		0.15
PlusPower	T	U 1.00		0.50
Pokédex	Ţ	U 1.00		0.50
Pokémon Breeder Pokémon Center	T	R 3.80		2.20 0.50
Pokémon Flute	Ť	U 1.00		0.50
Pokémon Trader	T	R 3.80	3.00	2.20
Poliwag	W	C 0.25		0.15
Poliwhirl -	W	U 1.00 F 13.50	0.90	0.50
Poliwrath Ponyta	W FR	F 13.50 C 0.25	7.30 A 0.25	5.00 0.15
Porygon	C	U 1.00	0.90	0.50
Potion	T	C 0.25	0.20	0.10
Professor Oak	Ţ	U 1.00		0.50
Psychic Energy Raichu	E	E 0.25		0.10 5.30
Raticate	C	U 1.00		0.50
Rattata	C	C 0.25		0.15

-		0.00	0.50
			0.50
F	C 0.25	0.25	0.15
T	R 3.80	3.00 ▲	1.70
W	U 1.00	0.90	0.50
W	C 0.25	0.25	0.15
W	C 0.25	0.25	0.15
W	C 0.25	0.25	0.15
T	R 4.00	3.00	1.80
T	U 1.00	0.80	0.50
T	C 0.25	0.20	0.10
G	C 0.25	0.25	0.15
G	F 20.00	13.00 ▲	6.80
L	C 0.25	0.25	0.15
FR	C 0.25	0.25	0.15
W	U 1.00	0.90	0.50
E	E 0.25	0.15	0.10
G	C 0.25	0.25	0.15
L	F 16.25	7.30 ▲	6.00
	376.30	232.40	157.95
	W W W T T G G L FR W E	F C 0.25 T R 3.80 W U 1.00 W C 0.25 W C 0.25 T R 4.00 T U 1.00 T C 0.25 G C 0.25 G F 20.00 L C 0.25 FR C 0.25 FR C 0.25 L C 0.25	F C 0.25 0.25 T R 3.80 3.00 0.90 W C 0.25 0.25 W C 0.25 0.25 T R 4.00 3.00 T U 1.00 0.80 T C 0.25 0.25 G C 0.25 0.25 G C 0.25 0.25 G C 0.25 0.25 G F 20.00 13.00 L C 0.25 0.25 FR C 0.25 0.25 FR C 0.25 0.25 FR C 0.25 0.25 FR C 0.25 0.25 C C 0.25 0.25 FR C 0.25 0.25 FR C 0.25 0.25 FR C 0.25 0.25 C 0.25 0.25 FR C 0.25 0.25 C 0.25 0.25 C 0.25 0.25 C 0.25 0.25





Base 2 Set 133.75	115.00 ▼	110.00
Booster Box 75.00	70.00 ▼	61.25
2-Player Starter Set (w/CD-ROM) 10.00	10.00	9.90
2-Player Starter Set (w/CD & Video) 12.25	10.50 🛦	8.80
Grass Chopper Pre-con Deck 9.50	8.00 ▼	7.80
Lightning Bug Pre-con Deck 9.50	8.00 ₹	7.80
Psych Out Pre-con Deck 9.50	8.00▼	7.80
Hot Water Pre-con Deck 9.50	8.00 ₹	7.80
Booster Pack 3.30	3.30	2.80
ALDE HALLE TURBLE HERE		LOWER

YOSTO				6)
Base Se	et 2	?	1	30 Ca	rds
Base 2 Set Booster Box 2-Player Starter Set (w/CD-F 2-Player Starter Set (w/CD & Grass Chopper Pre-con Deck Lightning Bug Pre-con Deck Psych Out Pre-con Deck Hot Water Pre-con Deck	Video		75.00 10.00 12.25 9.50 9.50 9.50 9.50	70.00 V 70.00 V 10.00 10.50 A 8.00 V 8.00 V 8.00 V	61.25 9.90 8.80 7.80 7.80 7.80 7.80
Booster Pack CARD NAME	TYPE	ΔR	3.30	3.30 MEDIAN	2.80
Abra	Р	C	0.25	0.25	0.15
		CFURCCFCUCFFCUFFRCUUCUCURUCRRRCUCUUUEEUCCEUCFUFRRUCUUURREUUCCUUCFUUC	0.25 12.00 0.90 3.00 0.25 14.00 0.25 0.90 0.25 0.90 0.25 0.90 0.25 0.90 0.25 3.00 0.25 3.00 0.25 3.00 0.25 0.90 0.25 0.90 0.25 0.90 0.25 0.90 0.25 0.90 0.25 0.90 0.25 0.90 0.25 0.90 0.25 0.90 0.90 0.25 0.90 0.90 0.90 0.90 0.90 0.90 0.90 0.9		0.15 6.000 0.15 9.300 0.15 0.500 0.5
Metapod Mewtwo Mr. Mime	G P P	F	9.50	0.25 6.00 2.70	0.15 5.20 2.00

Nidoking	G	F 9.00	5.80	5.00
Nidoaueen	G	F 9.30	6.00 ▼	5.20
Nidoran (female)	G	C 0.25	0.25	0.15
	G	C 0.25	0.25	0.15
Nidoran (male)	G	U 0.90	0.50	0.50
Nidorina	G	U 0.90	0.50	0.50
Nidorino				
Ninetales	FR	F 5.80	5.00	5.00
Onix	F	C 0.25	0.25	0.15
Paras	G	C 0.25	0.25	0.15
Parasect	G	U 0.90	0.50	0.50
Persian	C	U 0.90	0.50	0.50
Pidgeot	C	F 9.00	5.50 ▼	5.00
Pidgeotto	C	R 3.00	2.70	2.00
Pidgey	C	C 0.25	0.25	0.15
Pikachu	Ĺ	C 0.25	0.25	0.15
Pinsir	G	R 3.80	2.40	2.00
PlusPower	Ĭ	U 0.80	0.50	0.50
Poké Ball	Ť	C 0.25	0.25	0.10
	Ť	U 0.80	0.50	0.50
Pokédex				
Pokémon Breeder	Ţ	R 3.00	2.00	2.00
Pokémon Center	Ţ	U 0.80	0.50	0.50
Pokémon Trader	T	R 3.00	2.00	2.00
Poliwag	W	C 0.25	0.25	0.15
Poliwhirl	W	U 0.90	0.60	0.50
Poliwrath	W	F 9.00	5.50 ₹	5.00
Potion	T	C 0.25	0.25	0.10
Professor Oak	Ť	U 0.90	0.50	0.50
Psychic Energy	Ė	E 0.20	0.10	0.10
Raichu	Ī.	F 9.80	6.80▼	5.00
Raticate	C	U 0.90	0.50	0.50
Rattata	Č	C 0.25	0.25	0.15
	F	U 0.90	0.50	0.50
Rhydon	F	C 0.25	0.30	0.30
Rhyhorn				
Sandshrew	F	C 0.25	0.25	0.15
Scoop Up	T	R 3.00	2.10	2.00
Scyther	G	F 11.25	7.30 ▼	5.30
Seaking	W	U 0.90	0.50	0.50
Seel	W	U 0.90	0.50	0.50
Snorlax	C	R 3.00	2.70	2.00
Spearow	C	C 0.25	0.25	0.15
Squirtle	W	C 0.25	0.25	0.15
Starmie	W	C 0.25	0.25	0.15
Staryu	W	C 0.25	0.25	0.15
Super Energy Removal	T	R 3.00	2.30	1.70
Super Potion	Ť	U 0.80	0.50	0.50
Switch	Ť	C 0.25	0.25	0.10
Tangela	Ġ	C 0.25	0.25	0.15
Tauros	Č	U 0.90	0.50	0.50
Venomoth	G	R 3.00	2.70	2.00
	G		0.25	
Venonat	G	C 0.25 F 13.75	10.00	0.15
Venusaur				6.30
Victreebel	G	R 3.00	2.70	2.00
Voltorb	L	C 0.25	0.25	0.15
Vulpix	FR	C 0.25	0.25	0.15
Wartortle	W	U 0.90	0.50	0.50
Water Energy	E	E 0.20	0.10	0.10
Weedle	G	C 0.25	0.25	0.15
Weepinbell	G	U 0.90	0.50	0.50
Wigglytuff	C	F 9.30	6.20 ▼	5.30
Zapdos	Ľ	F 9.90	7.30 V	6.30
Total	-	308.15	221.40	186.70
Ισιαι		000.10	221.40	100.70

Jungle



1st Edition Jungle Set	201.75	178.50 ▼	135.75
1st Edition Booster Box	104.50	94.00 ▼	82.00
1st Edition Power Reserve Pre-con	9.60	8.80 ▼	7.90
1st Edition Water Blast Pre-con	8.70	8.30 ▼	7.90
1st Edition Booster Pack	4.20	3.70	3.20
Unlimited Jungle Set	120.25	115.00	104.00
Unlimited Booster Box	69.50	69.00	60.25
Unlimited 2-player Sets	12.00	9.00	8.80
Unlimited Power Reserve Pre-con	8.70	8.30 ▼	7.90
Unlimited Water Blast Pre-con	8.30	7.80	6.90
Unlimited Booster Pack	3.30	2.60	2.50
UNLIMITED SINGLES (% 1st EDITION	PRICE)		
Holofoil Card (F)	90%	90%	70%
Rare Card	90%	90%	70%
Uncommon Card	100%	100%	80%
Common Card	100%	100%	80%

OMPHALLED SHARES (10 12)	COLLIG	N F	niutj		
Holofoil Card (F)			90%	90%	70%
Rare Card			90%	90%	70%
Uncommon Card		1	00%	100%	80%
Common Card		_1	00%	100%	80%
CARD NAME	TYPE	AR	UPPER	MEDIAN	LOWER
Bellsprout	G	С	0.25	0.20	0.10
Butterfree	G	U	0.70	0.50	0.50
Clefable	C	F	6.90	5.00	4.40
Clefable	C	R	4.50	2.80 ▼	2.10
Cubone	F	C	0.25	0.20	0.10
Dodrio	C	U	0.50	0.50	0.50
Eevee	C	С	0.25	0.20	0.10
Electrode	L	F	6.90	5.00	4.50
Electrode	L	R	4.50	2.90	2.60
Exeggcute	G	С	0.25	0.20	0.10
Exeggutor	G	U	0.50	0.50	0.50
Fearow	C	U	0.50	0.50	0.50
Flareon.	FR	F	6.90	5.00	4.50
Flareon	FR	R	3.00	2.70	2.10
Gloom	G	U	0.50	0.50	0.50
Goldeen	W	C	0.25	0.20	0.10
Jigglypuff	C	C	0.25	0.20	0.10
Jolteon	L	F	7.30	5.00	4.40
Jolteon	L	R	3.00	2.80 ₹	2.10
Kangaskhan	C	F	7.30	4.70 ▲	
Kangaskhan	C	R	3.00	2.80 ▼	2.10
Lickitung	C	U	0.50	0.50	0.50

		٠.	_	1	•	•••	ľ
Mankey Marowak Meowth Mr. Mime Midoqueen Midoqueen Midoqueen Midorina Midor				JOSE REFRESION DE REPRESION DE LA COMPANION DE	0.25 0.50 7.50 3.00 0.25 0.50 0.25 0.50	0.20 0.50 0.20 0.50 0.20 0.50 0.20 0.50 0.20 0.50 0.5	
١	Foss	il				64	C
	Booster Box Booster Pack			1	73.00 70.75 4.60 23.75	171.0 166.2 4.3 114.0	25 1 30



0.10 0.50 0.10 4.50 2.80 0.10 0.50 0.10 0.50 0.70

1st Edition Fossil Set	173.00	171.00 ▼	129.50
1st Edition Booster Box	170.75	166.25 ▼	118.25
1st Edition Booster Pack	4.60	4.30	3.70
Unlimited Fossil Set	123.75	114.00 ▼	106.75
Unlimited Booster Box	75.00	70.00	70.00
Unlimited Booster Pack	2.80	2.60	2.10
Unlimited Bodyguard Pre-Con Deck	7.90	7.40	5.70
Unlimited Lock Down Pre-Con Deck	7.90	7.60	5.80
UNLIMITED SINGLES (% 1st EDITION	PRICE)		
SHERRITED SHOELD (70 TOT EDITION	· inou		

DIALITATI ED SINGLES (76 18	IL PRILIT	100	mori		
Holofoil Card (F) Rare Card Uncommon Card			80% 90% 80%	80% 80% 50% ▼	70% 60% 50%
Common Card		- 1	00%	100%	80%
CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
Aerodactyl	F	F	9.80	7.50 ▼	6.20
Aerodactyl	F	R	3.80	3.00	2.20
Arbok	G	U	1.00	0.70▼	0.50
Articuno	W	F	9.40	7.50 ▼	5.40
Articuno	W	R	3.00	3.00	2.20
Cloyster	W	U	1.00	0.70▼	0.50
Ditto	C	F	9.20	7.30▼	5.30
Ditto	C	R	3.00	3.00	2.20
Dragonite	C	F	9.60	7.50 ▼	5.40
Dragonite	C	R	3.00	3.00	2.20
Ekans	G	C	0.25	0.20	0.10
Energy Search	T	C	0.25	0.15	0.10
Gambler	T	C	0.25	0.15	0.10
Gastly	P	U	1.00	0.70 ▼	0.50
Gengar	P	F	8.00	6.90 ▼	5.00
Gengar	P	R	3.00	2.90	2.00
Gendude	F	C	0.25	0.20	0.10





Pokémon



Golbat /	G		.00	0.70	0.50
Golduck	W		.00	0.70	0.50
Golem	F	U 1	.00	0.70	0.50
Graveler	F	U 1	.00	0.70	0.50
Grimer	G	C 0	.25	0.20	0.10
Haunter	P	F 8	.00	7.20 V	
Haunter	P		.00	2.70	
Hitmonlee	F	F 9	.20	7.30	
Hitmonlee	F	R 4	.50	2.70	
Horsea	W		.25	0.20	0.10
Hypno	P		.80	7.30 V	
Hypno	P		.00	2.50	
Kabuto	F		.25	0.20	0.10
Kabutops	F		.80	7.30 V	
Kabutops	F		.00	2.70	
Kingler	W		.00	0.70	
Krabby	W		.25	0.20	0.10
Lapras	W		.70	5.10	5.00
Lapras	W		.00	2.50	
Magmar	FR		.00	0.70	
Magneton	- L		.70	5.10	5.00
Magneton	Ľ		.00	2.70	
Moltres	FR		.50	7.50	
Moltres	FR		.80	3.00	2.20
Mr. Fuji	Т		.00	0.60 7	
Muk	G		.70	5.10	5.00
Muk	G		.00	3.00	2.20
Mysterious Fossil.	T		.25	0.15	0.10
Omanyte	w		.25	0.13	0.10
Omastar	W		.00	0.70	
Psyduck	W		.25	0.20	0.10
Raichu	L		.90	7.00 V	
Raichu	Ĺ		.80	3.00	2.90
Recycle	Ť		.25	0.15	0.10
Sandslash	Ė		.00	0.70 7	
Seadra	w		.00	0.70	
Shellder	W		.25	0.20	0.10
Slowbro	P		.00	0.70	
Slowpoke	P		.25	0.20	0.10
Tentacool	W		.25	0.20	0.10
Tentacruel	W		.00	0.70	
Weezing	G		.00	0.70 7	
Zapdos	L		.90	7.50 V	
Zapdos	Ĺ		.80	3.00	2.20
Zubat	G		.25	0.20	0.10
Total	u	203.		159.90	120.90
Total		203.	JU	109.90	120.90

	200.00	100.00	120.00
Team		(5	
Rocket		83 C	

156.50 12.00 12.00 4.90 122.50 110.00 10.25 10.25	137.75 V 8.80 V 8.80 V 3.90 111.50 70.00 V 7.80 V 8.00 V	126.50 8.00 8.00 3.10 103.50 69.25 7.20 7.30
ON PRICE!		
80% 70% 100% 80%	70% 50% 100% 50%	60% 50% 80% 50%
RAR HPPER	MEDIAN	LOWER
U 1.00 C 0.25 F 10.00 R 4.00 F 7.50 R 3.00	0.50 0.25 7.10 3.00 5.00 3.00	0.10 0.50 0.10 5.00 2.90 5.00 2.80 8.00 3.00 11.50 3.00 0.50
	156.50 12.00 4.90 12.250 110.00 10.25 3.10 ON PRICE 80% 70% 80% 80% ERAR UPPEF C 0.25 U 1.00 C 0.25 F 10.00 F 7.50 R 3.00 F 10.00 R 5.00 F 5.00 R 5.50 R 5.50	12.00 8.80 V 12.00 8.80 V 12.00 8.80 V 12.00 8.80 V 4.90 3.0 V 10.25 7.80 V 10.25 7.80 V 10.25 8.00 V 3.10 2.40 V 0N PRIDS) 80% 70% 50% 50% 50% 50% 100% 100% 100% 100% 1

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Dark Dragonair	C	U	1.00	0.90	0.50
Dark Dragonite	0	F	10.00		0.50
	C			7.50	6.00
Dark Dragonite	C	R	5.00	3.00	2.80
Dark Dugtrio .	F	F	7.50	6.10	5.00
Dark Dugtrio	F	R	3.00	3.00	2.80
Dark Electrode	L	U	1.00	0.50	0.50
Dark Flareon	FR	U	1.00	0.50	0.50
Dark Gloom	G	U	1.00	0.50	0.50
Dark Golbat	G	F	7.50	6.10	5.00
Dark Golbat	G	R	3.00	3.00	2.80
Dark Golduck	. W	Ü	1.00	0.50	0.50
Dark Gyarados	W	F	7.50	6.10	5.00
Dark Gyarados	W	R	3.00		
Dark Hypno	P	F		3.00	2.80
			10.00	6.10	5.00
Dark Hypno	P	R	4.00	3.00	2.80
Dark Jolteon	L	U	1.00	0.90	0.50
Dark Kadabra	Р	U	1.00	0.90	0.50
Dark Machamp	F	F	7.50	6.10	4.80
Dark Machamp	F	R	3.00	3.00	2.80
Dark Machoke	F	U	1.00	0.50	0.50
Dark Magneton	L	F	7.50	6.00	5.00
Dark Magneton	Ī.	Ŕ	3.00	3.00	2.80
Dark Muk	G	Ü	1.00	0.90	0.50
Dark Persian	Č	Ü	1.00	0.50	
Dark Primeane	F	U	1.00	0.50	0.50 0.50
Dark Raichu		F	19 95		
Dark Rapidash	FR	ľ	12.25	10.00	8.00
Dark Raticate			1.00	0.50	0.50
	C	Ç	0.25	0.25	0.10
Dark Slowbro	P	F	10.00	7.50	5.00
Dark Slowbro	Р	R	5.00	3.00	2.90
Dark Vaporeon	W	U	1.00	0.50	0.50
Dark Vileplume	G	F	10.00	7.00	5.00
Dark Vileplume	G	R	5.00	3.00	2.90
Dark Wartortle	W	U	1.00	0.50	0.50
Dark Weezing	G	F	7.50	6.00	5.00
Dark Weezing	G	R	5.00	3.00	2.90
Digger	T	U	1.00	0.50	0.50
Diglett	Ė	Č	0.25	0.25	0.10
Dratini	C	C	0.25	0.25	0.10
Drowzee	P	C	0.25	0.25	
Eevee					0.10
	3	C	0.25	0.25	0.10
Ekans	G	С	0.25	0.25	0.10
Full Heal Energy	Ē	Ũ	1.00	0.90	0.50
Goop Gas Attack	Ţ	C	0.25	0.15	0.10
Grimer	G	C	0.25	0.25	0.10
Here Comes Tear			9.50	6.00	4.40
Here Comes Tear	n Rocket! T	R	4.00	3.00	2.00
Imposter Oak's F	levenge T	U	1.00	0.50	0.50
Koffing	G	C	0.25	0.25	0.10
Machop	F	C	0.25	0.25	0.10
Magikarp	W	U	1.00	0.50	0.50
Magnemite	ï	Č	0.25	0.25	0.10
Mankey	Ē	Č	0.25	0.25	0.10
Meowth	C	Č	0.25	0.25	0.10
Nightly Garbage		Ŭ	1.00	0.90	0.50
Oddish	G	Č	0.25	0.25	0.10
Ponyta	FR	C	0.25	0.25	0.10
Porygon	C	Ü	1.00		
	Ĕ	U		0.50	0.50
Potion Energy			1.00	1.00	0.50
Psyduck	W	C F	0.25	0.25	0.10
Rainbow Energy	E		10.00	7.00	6.00
Rainbow Energy	E	R	5.00	3.50	3.00
Rattata	C	C	0.25	0.25	0.10
Rocket's Sneak A		F	9.00	6.00	4.40
Rocket's Sneak A		R	4.00	3.00	1.90
Sleep!	T	U	1.00	0.50	0.50
Slowpoke	P	C	0.25	0.25	0.10
Squirtle	W	C	0.25	0.25	0.10
The Boss's Way	Ï	Ŭ	1.00	0.50	0.50
Voltorb	L	Č	0.25	0.25	0.10
Zubat	Ğ	Č	0.25	0.25	0.10
Total			68.50	203.65	164.80
	amount done	-	-0.00	_00.00	. 5 1.00
Vaste .				_	

Gym Heroes	\$	1	32 C	ards
1st Edition Gym Heroes Set 1st Edition Booster Box		150.25 85.00	143.00 84.25 V	134.25 80.25
1st Edition Brock's Deck		9.10	8.50	7.90
1st Edition Misty's Deck		9.10		7.90
1st Edition Lt. Surge's Deck 1st Edition Erika's Deck		9.10 9.10		7.90 7.90
1st Edition Booster Pack		3.30	2.60	2.50
Unlimited Gym Heroes Set Unlimited Booster Box		122.00 72.75	117.25 V 71.50 V	
Unlimited Brock's Deck		8.90	8.30 ▼	
Unlimited Misty's Deck		8.90	8.30 V	7.60
Unlimited Lt. Surge's Deck Unlimited Erika's Deck		8.90 8.90	8.30 V 8.30 V	
Unlimited Booster Pack		3.10	2.60	2.40
UNLIMITED SINGLES (% 1st E	DITIO	N PRICE)		
Holofoil Card (F) Rare Card		80%	70%	60%
Uncommon Card		80% 80%	70% 70%	60% 60%
Common Card		80%	50% ▼	35%
		AR UPPER		
Blaine's Charmander Blaine's Gamble	FR	C 0.25 C 0.25	0.25	0.10
	FR	C 0.25	0.15 0.25	0.10
Blaine's Growlithe (Lvl. 17)	FR	U 1.00	0.70	0.50
Blaine's Kangaskhan Blaine's Last Resort	C	U 1.00 U 1.00	0.70 0.70	0.50 0.50
	FR	U 1.00	0.70	0.50
Blaine's Moltres	FR	F 10.00	8.00▼	6.70

	Sabrina's Gastly	Р	С	0.25	0.25	0.10		
ı	Sabrina's Gaze	T	Ċ	0.25	0.15	0.10		
	Sabrina's Gengar	P	F	10.00	7.80	5.00		
	Sabrina's Haunter	P	U	1.00	0.70	0.50		
ı	Sabrina's Jynx	P	U	1.00	0.70	0.50		
ı	Sabrina's Mr. Mime	P	C	0.25	0.25	0.10		
	Sabrina's Slowbro	P	U	1.00	0.70	0.50		
	Sabrina's Slowpoke	P	С	0.25	0.25	0.10		
	Sabrina's Venomoth	G	R	3.00	3.00	2.80		
	Sabrina's Venonat	G	C	0.25	0.25	0.10		
	Secret Mission	T	U	1.00	0.70	0.50		
	The Rocket's Training Gym	S	R	3.00	3.00	1.90		
	The Rocket's Trap Tickling Machine	Ţ	F	10.75	8.00▼	4.40		
		Ţ	Ū	1.00	0.70	0.50		
	Trash Exchange Vermilion City Gym	Ţ	C	0.25	0.15	0.10		
	Water Energy	T E	C	1.00	0.70	0.50		
	Total	E		0.25	0.15	0.10		
	i v - m eneman			001.00	248.55	177.40		
	Cum							
	dylli				The same			
	Challenge							

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-	Ch	al	lle	ng	e	
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onanongo	71101	32 6	arus
1st Edition Gym Challenge Set	247.00	244.25▼	198.25
1st Edition Starter Box	74.00	73.25 ▼	66.50
1st Edition Booster Box	96.50	95.00	82.50
1st Edition Blaine's Deck	9.10	8.50	7.90
1st Edition Giovanni's Deck	9.10	8.50	7.90
1st Edition Koga's Deck	9.10	8.50	7.90
1st Edition Sabrina's Deck	9.10	8.50	7.90
1st Edition Booster Pack	3.30	3.30	2.80
Unlimited Gym Challenge Set	150.50	139.25 ▼	123.75
Unlimited Starter Box	77.50	67.50 ▼	59.25
Unlimited Booster Box	75.00	72.50 ▼	69.50
Unlimited Blaine's Deck	9.50	8.00	7.70
Unlimited Giovanni's Deck	9.50	8.00	7.70
Unlimited Koga's Deck	9.50	8.00	7.70
Unlimited Sabrina's Deck	9.50	8.00	7.70
Unlimited Booster Pack	3.00	2.50	2.50
HIM IMITED CINCLES (9/ 4 of EDITION	DDICE		

oriminated Booottor I don	0.00	2.00	2.00
UNLIMITED SINGLES (% 1	st Edition Price)		
Holofoil Card (F) Rare Card Uncommon Card Common Card Energy Card	70% 80% 100% 80% 80%	60% 70% 100% 50% ▼	60% 60% 80% 50% 50%
CARD NAME	TYPEDAD HODE	BARDIAN	LOUISI

Energy Card			80%	50%	50%
CARD NAME	TYPE	RAF	UPPER	MEDIAN	LOWER
Blaine	Т	F	7.70	5.80 ▼	4.10
Blaine	T	R	3.00	2.90	1.50
Blaine's Arcanine	FR	F	9.60	8.00	7.20
Blaine's Charizard	FR	F	15.00	11.75▼	10.00
Blaine's Charmander	FR	C	0.25	0.25	0.15
Blaine's Charmeleon	FR	U	1.00	0.80▼	0.50
Blaine's Dodrio	C	U	1.00	0.80 ▼	0.50
Blaine's Doduo	C	C	0.25	0.25	0.15
Blaine's Growlithe	FR	C	0.25	0.25	0.15
Blaine's Mankey Blaine's Ninetails	F	C	0.25	0.25	0.15
Blaine's Ponyta	FR FR	R	3.00	2.90	2.20
Blaine's Quiz #2	T	Ü	0.25	0.25	0.15
Blaine's Quiz #2	Ť	U	1.00	0.60▼	0.45
Blaine's Rapidash	FR	U	1.00	0.80	0.45
Blaine's Rhyhorn	F	C	0.25	0.25	0.15
Blaine's Vulpix	FR	Č	0.25	0.25	0.15
Brock's Diglett	F	Č	0.25	0.25	0.15
Brock's Dugtrio	F	Ř	4.30	3.00	2.20
Brock's Geodude	F	C	0.25	0.25	0.15
Brock's Graveler	F	Ū	1.00	0.80♥	0.50
Brock's Ninetails	FR	F	8.80	6.90 ▼	5.20
Brock's Primape	F	U	1.00	0.80▼	0.50
Brock's Protection	T	R	3.00	2.90	2.20
Brock's Sandslash	F	U	1.00	0.80▼	0.50
Brock's Vulpix	FR	U	1.00	0.80▼	0.50
Chaos Gym	Ţ	R	3.00	2.90	2.20
Cinnabar City Gym Erika's Bellsprout	T G	U	1.00	0.60	0.45
Erika's Bulbasaur	L	U	1.00	0.80 ▼ 0.80 ▼	0.50
Erika's Clefairy	C	U	1.00	0.80	0.50
Erika's Ivysaur	Ğ	Ü	1.00	0.80 🔻	0.50
Erika's Jigglypuff	Č	C	0.25	0.25	0.15
Erika's Kindness	Ť	R	3.00	2.90	1.80
Erika's Oddish	G	C	0.25	0.25	0.15
Erika's Paras	G	C	0.25	0.25	0.15
Erika's Venusaur	G	F	9.60	7.30 ▼	5.30
Fervor	T	С	0.25	0.20	0.10
Fighting Energy	E	C	0.20	0.10	0.10
Fire Energy	E	C	0.20	0.10	0.10
Fuchsia City Gym Giovanni	T	U F	1.00	0.60▼	0.45
Giovanni	Ť	R	7.80	5.90 ▼ 2.90	4.10
Giovanni's Gyarados	w	F	7.90	6.30 ▼	5.00
Giovanni's Last Resort	T	R	3.00	2.90	1.80
Giovanni's Machamp	F	F	7.90	6.30▼	5.00
Giovanni's Machoke	F	U	1.00	0.80 7	0.50
Giovanni's Machop	F	C	0.25	0.25	0.15
Giovanni's Magikarp	W	C	0.25	0.25	0.15
Giovanni's Meowth	C	C	0.25	0.25	0.15
Giovanni's Meowth	C	U	1.00	0.80▼	0.50
Giovanni's Nidoking	G	F	8.80	6.40 ▼	5.00
Giovanni's Nidoqueen	G	R	3.00	2.90	2.20
Giovanni's Nidoran (female) Giovanni's Nidoran (male)	G	C	0.25	0.25	0.15
Giovanni's Nidorina	G	C	0.25 1.00	0.25 0.80▼	0.15
Giovanni's Nidorino	G	U	1.00	0.80	0.50
Giovanni's Persian	C	F	9.10	6.20▼	5.00
Giovanni's Pinsir	Ğ	Ŕ	3.00	2.90	2.20
Grass Energy	Ē	C	0.25	0.15	0.10





Vana	т	F	7.00	E 00=	440
Koga	Ţ		7.80	5.90▼	4.10
Koga	T	R	3.00	2.90	1.80
Koga's Arbok	G	R	3.00	2.90	2.20
Koga's Beedrill	G	F	7.90	6.30▼	5.00
	C	F		6.30 V	5.00
Koga's Ditto			7.90	0.00 7	
Koga's Ekans	G	С	0.25	0.25	0.15
Koga's Golbat	G	U	1.00	0.80	0.50 0.15
Koga's Grimer	G	C	0.25	0.25	0.15
					0.10
Koga's Kakuna	G	U	1.00	0.80▼	0.50
Koga's Koffing	G	C	0.25	0.25	0.15
Koga's Koffing	G	U	1.00	0.80 ▼	0.50
Koga'a Muk	G	R	3.00	2.90	2.20
Koga's Muk					2.20
Koga's Ninja Trick	T	U	1.00	0.80▼	0.45
Koga's Pidgeotto	C	R	3.00	2.90	0.45 2.20
Koga's Pidgey	c	C	0.25	0.25	0.15
	0		1.20		0.10
Koga's Pidgey	L	U	1.00	0.80▼	0.50
Koga's Tangela	G	C	0.25	0.25	0.15
Koga's Weedle	G	C	0.25	0.25	0.15
	G	Ü			
Koga's Weezing			1.00	0.80▼	0.50
Koga's Zubat	G	C	0.25	0.25	0.15
Lightning Energy	E	C	0.25 0.25	0.15	0.10
Lt. Surge's Electrode	L	Ŭ	1.00	0.80▼	0.50
I + Curan's Euro	0		1.00		0.00
Lt. Surge's Evee	C	U	1.00	0.80▼	0.50
Lt. Surge's Jolteon	L	R	3.00	2.90	2.20
Lt. Surge's Pikachu	L	C	0.25	0.25	0.15
Lt. Surge's Raichu	Ĺ	F	10.00	6.00	E 70
	L				5.70
Lt. Surge's Raticate	C	U	1.00	0.80▼	0.50
Lt. Surge's Rattata	C	C	0.25	0.25	0.15
Lt. Surge's Secret Plan	T	R	3.00	2.90	1.70
Lt. Ourge's Volterh					0.15
Lt. Surge's Voltorb	T	C	0.25	0.25	0.15
Master ball	T	U	1.00	0.60▼	0.45
Max Revive	Т	U	1.00	0.60▼	0.45
Misty's Dewgong	W	Ū	1.00	0.80▼	0.50
			0.00		
Misty's Golduck	W	F	8.00	6.30▼	5.00
Misty's Gyarados	W	F	8.00	6.50▼	5.00
Misty's Horsea	W	C	0.25	0.25	0.15
	W		0.25		0.10
Misty's Magikarp		C	0.25	0.25	0.15
Misty's Poliwag	W	C	0.25	0.25	0.15
Misty's Psyduck	W	C	0.25	0.25	0.15
Misty's Seel	W	C	0.25	0.25	0.15
Misty's Staryu	W	C	0.25	0.25	0.15
Misty's Tears	T	U	1.00	0.60 ₹	0.45
Misty's Wish	T	R	3.00	2.90	1.70
Psychic Energy	Ė	C	0.25		0.10
				0.15	
Resistance Gym	Т	R	3.00	2.70 ▲	1.10
Rocket's Mewtwo	Р	F	10.00	8.00	5.80
Rocket's Minefield Gym	T	U	1.00	0.60▼	0.45
	Ť	Ü			
Rocket's Secret Experiment			1.00	0.60▼	0.45
Rocket's Zapdos	L	F	10.00	8.00	5.80
Sabrina	T	F	7.80	5.90 ₹	4.10
Sabrina	T	R	3.00	2.90	1.80
Sabrina's Abra Lv. 12	P	C	0.25		0.15
		0		0.25	
Sabrina's Abra Lv. 18	P	С	0.25	0.25	0.15
Sabrina's Alakazam	Р	F	9.40	7.00 ▼	5.80
Sabrina's Drowzee	P	C	0.25	0.25	0.15
	P	C			0.15
Sabrina's Gastly Lv. 10		0	0.25	0.25	
Sabrina's Gastly Lv. 9	Р	С	0.25	0.25	0.15
Sabrina's Gengar	Р	R	3.00	2.80 ▼	2.00
Sabrina's Golduck	w	R	3.20	3.00	2.20
Sabrina's Haunter	P	U	1.00	0.80▼	0.50
Sabrina's Hypno	P	U	1.00	0.80▼	0.50
Sabrina's Jynx	Р	Ū	1.00	0.80▼	0.50
Sabrina's Kadabra	P	Ü	1.00	0.80 🔻	0.50
Sabrina's Mr. Mime	P	U	1.00	0.80▼	0.50
Sabrina's Porygon	C	C	0.25	0.25	0.15
Sabrina's Psychic Control	Ť	Ū	1.00	0.60 7	0.45
	w		0.25	0.25	
Sabrina's Psyduck		C			0.15
Saffron City Gym	T	U	1.00	0.80▼	0.45
					0.40
Iransparent vvalls	Ť	C	0.25	0.20	0.10
Transparent Walls Viridian City Gym	T				
Viridian City Gym	T	Ū	1.00	0.80 🛦	0.45
Viridian City Gym Warp Point	T	Ü	1.00 0.25	0.80 A 0.20	0.45 0.10
Viridian City Gym Warp Point Water Energy	T	UCC	1.00 0.25 0.25	0.80 A 0.20 0.15	0.45 0.10 0.10
Viridian City Gym Warp Point	T	UCC	1.00 0.25 0.25	0.80 A 0.20	0.45 0.10

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1st Edition Neo Genesis Set	323.75	314.25▼	264.50
1st Edition Starter Box	123.75	97.75▼	84.25
1st Edition Booster Box	167.50	138.50▼	111.50
1st Edition Cold Fusion Deck	13.25	10.75 ▼	9.30
1st Edition Hotfoot Deck	13.25	10.75▼	9.30
1st Edition Booster Pack	5.00	4.70	
Unlimited Neo Genesis Set	240.00	232.75 ▼	228.00
Unlimited Starter Box	135.00	84.50▼	80.00
Unlimited Booster Box	150.00	94.00▼	85.00
Unlimited Cold Fusion Deck	15.25	9.80▼	8.40
Unlimited Hotfoot Deck	15.25	9.80▼	
Unlimited Booster Pack	3.90	3.40	3.00

OUTTIMITED STUDIES (76 12	C PROFITION 1 1	illor)		_
Holofoil Card (F)	1	00% 9	90% 🛦	70%
Rare Card	1	00% 10	00% 🛦	70%
Uncommon Card	1	00% 10	00% ▲	80%
Common Card	1	00% 10	00% ▲	80%
Energy Card		90% 8	30% ▲	60%
CARD NAME	TYPERAR	UPPER N	/IEDIAN	LOWER
Aipom	C U	1.00	0.90	0.50
Ampharos	W F	9.90	7.80▼	6.00
Arcade Game	T R	3.80	2.90	2.10
Ariados	G U	1.00	0.90	0.50
Azumarill	W F	11.25	8.30 ▼	6.00
Bayleef Lv. 22	G U	1.00	0.90	0.50
Bayleef Lv. 39	G U	1.00	0.90	0.50
Daylou Lv. 00	u o	1.00	0.00	0.00

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Bellossom	G	F 10.00	7.80 ▼	6.00
Berry Bill's Teleporter	Ţ	C 0.25 U 1.00	0.20	0.10
Card-Flip Game	T	U 1.00 U 1.00	0.70▼ 0.70▼	0.50
Chikorita Lv. 12	G	C 0.25 C 0.25	0.25 0.25	0.15
Chikorita Lv. 19 Chinchou	L	C 0.25 C 0.25	0.25	0.15 0.15
Clefairy	C	U 1.00	0.90	0.50
Cleffa Croconaw Lv. 34	C	R 4.80 U 1.00	3.40 0.90	2.60 0.50
Croconaw Lv. 41	W	U 1.00	0.90	0.50
Cyndaquil Lv. 14 Cyndaquil Lv. 21	FR FR	C 0.25 C 0.25	0.25 0.25	0.15 0.15
Darkness Energy	E	R 4.80	3.40	3.00
Donphan Double Gust	F	R 4.80 C 0.25	3.00 ▼ 0.20	2.10 0.10
Ecogym	T	R 4.70	3.00 ▼	2.10
Electabuzz	L	U 1.00 R 4.90	0.90	0.50 3.00
Elekid Energy Charge	T	R 3.80	3.00 ▼	2.10
Feraligatr Lv. 56	W	F 11.25	10.00▼	8.50
Feraligatr Lv. 69 Fighting Energy	W	F 11.25 E 0.15	10.00 V 0.10	8.50 0.10
Fire Energy	E	E 0.15	0.10	0.10
Flaaffy Focus Band	L	U 1.00 R 3.80	0.90 ▼	0.50 2.10
Furret	C	U 1.00	0.90	0.50
Girafarig Gligar	P F	C 0.25 C 0.25	0.25 0.25	0.15 0.15
Gloom	G	U 1.00	0.90	0.13
Gold Berry	T	U 1.00	1.00	0.60
Granbull Grass Energy	C E	U 1.00 E 0.15	0.90 0.10	0.50
Heracross	G	F 9.80	8.30 ▼	6.00
Hoothoot Hopip	C	C 0.25 C 0.25	0.25 0.25	0.15 0.15
Horsea	W	C 0.25	0.25	0.15
Jumpluff Kingdra	G W	F 8.50 F 9.60	7.50 ▼ 8.00 ▼	6.00
Lanturn	L	U 1.00	0.90	0.50
Ledian	G	U 1.00	0.90	0.50
Ledyba Lightning Energy	G	C 0.25 E 0.15	0.25 0.10	0.15 0.10
Lugia	C	F 18.00	14.75▼	10.50
Magby Magmar	FR FR	R 4.70 U 1.00	3.00▼ 0.90	2.10 0.50
Mantine	W	C 0.25	0.25	0.15
Mareep Marill	W	C 0.25 C 0.25	0.25 0.25	0.15 0.15
Mary	T	R 3.80	3.00 ▼	2.10
Meganium Lv. 54	G	F 9.90 F 9.90	8.50▼	8.00
Meganium Lv. 57 Metal Energy	E	F 9.60	8.50▼ 7.50▼	8.00 5.50
Miltank	C	U 1.00	0.90	0.50
Miracle Berry Moo-Moo Milk	T	U 1.00 C 0.25	0.60 ▼ 0.20	0.50
Murkrow	D	R 4.70	3.00▼	2.60
Natu New Pokédex	P	C 0.25 U 1.00	0.25 0.70 V	0.15
Noctowl	C	U 1.00	0.90	0.50
Oddish Onix	G F	C 0.25 C 0.25	0.25 0.25	0.15 0.15
Phanpy	Ė	U 1.00	0.90	0.50
Pichu Pikachu	L	F 11.00 C 0.25	10.00	9.30 0.15
Piloswine	L W	U 1.00	0.25 0.90	0.15
PokéGear	T	R 4.00	3.00▼	2.10
Pokémon March Professor Elm	T	C 0.25 U 1.00	0.25 0.90	0.10
Psychic Energy	E	E 0.15	0.10	0.10
Quagsire Quilava Lv. 28	FR	U 1.00 U 1.00	0.90 0.90	0.50 0.50
Quilava Lv. 35	FR	U 1.00	0.90	0.50
Recycle Energy Seadra	E W	R 4.70 U 1.00	3.00▼ 0.90	3.00 0.50
Sentret	C	C 0.25	0.25	0.15
Shuckle Skarmory	G	C 0.25	0.25	0.15
Skiploom	G	F 10.25 U 1.00	8.00 V 0.90	6.50 0.50
Slowking	P	F 9.60	8.30▼	6.50
Slowpoke Sneasel	P D	C 0.25 R 4.70	0.25 3.00▼	0.15 2.60
Snubbull	C	C 0.25	0.25	0.15
Spinarak Sprout Tower	G	C 0.25 U 1.00	0.25 0.70	0.15
Stantler	C	C 0.25	0.25	0.15
Steelix Sudowoodo	M	F 9.80 C 0.25	8.30 V	7.30
Sunflora	G	U 1.00	0.25 0.90	0.15 0.50
Sunkern	G	C 0.25	0.25	0.15
Super Energy Retrieval Super Rod	T	C 0.25	3.00 ▼ 0.25	2.10 0.10
Super Scoop Up	T	U 1.00	0.70▼	0.50
Swinub Time Capsule	W	C 0.25 R 3.80	0.25 3.00▼	0.15 2.10
Togepi	C	U 1.00	0.90	0.50
Togetic Totodile Lv. 20	C	F 9.90 C 0.25	8.50 ▼ 0.25	8.00 0.15
Totodile Lv. 8	W	C 0.25	0.25	0.15
Typhlosion Lv. 55 Typhlosion Lv. 57	FR FR	F 12.25 F 12.00	12.00 V	8.50 8.40
Water Energy	E	E 0.15	0.10	0.10
Wooper	M	C 0.25 U 1.00	0.25	0.15 0.50
Xatu Total	7	U 1.00 318.80	0.90 260.25	200.50

Neo **Discovery**



1st Edition Neo Discovery Set	192.75	175.25 ▼	153.00
1st Edition Starter Box	101.25	77.50	74.00
1st Edition Booster Box	137.50	119.50 ▼	
1st Edition Brainwave Deck	10.00	9.50 ▼	
1st Edition Wallop Deck	10.00	9.50 ▼	9.00
1st Edition Booster Pack	4.50	4.00	3.30
Unlimited Neo Discovery Set	171.75	164.25 ▼	133.25
Unlimited Starter Box	109.50	74.00▼	71.50
Unlimited Booster Box	108.75	94.50 ▼	92.75
Unlimited Brainwave Deck	10.00	9.90	9.50
Unlimited Wallop Deck	10.00	10.00	9.90
Unlimited Booster Pack	3.40	3.00	3.00
		-	_

Unlimited Booster Box		108.75	94.50▼	92.75
Unlimited Brainwave Deck Unlimited Wallop Deck		10.00	9.90	9.50 9.90
Unlimited Booster Pack		3.40	3.00	3.00
	_	_	3.00	3.00
UNLIMITED SINGLES (% 1st	EDITIL			
Holofoil Card (F)		90%	90%	80%
Rare Card		100%	100%	80%
Uncommon Card		100%	90%	70%
Common Card		100%	100%	90%
CARD NAME	TYPE	RAR UPPER	MEDIAN	LOWER
Beedrill	G	R 3.80	3.00	3.00
Butterfree	G	R 3.80	3.00	2.90
Caterpie	G	C 0.25	0.25	0.15
Corsola	W	U 1.00	0.90	0.50
Dunsparce	G	C 0.25	0.25	0.15
Eevee	C	U 1.00	0.90	0.50
Energy Ark	T P	C 0.25 F 10.00	0.20	0.10
Espeon	P	F 10.00 R 4.20	9.10 ▼ 3.30 ▼	6.50 3.00
Espeon Forretress	M	F 9.90	7.50 ▼	6.30
Forretress	M	R 3.20	3.00	3.00
Fossil Egg	T	U 1.00	0.90	0.50
Hitmontop	F	F 9.90	7.90	6.00
Hitmontop	Ė	R 3.20	3.00	2.90
Hoppip	G	C 0.25	0.25	0.15
Houndoom	D	F 10.00	9.20 ▼	6.50
Houndoom	D	R 3.90	3.20 ▼	3.00
Houndour	D	F 10.25	9.20 ▼	6.50
Houndour	F	R 3.90	3.20 ▼	3.00
Houndour	D	U 1.00	0.90	0.50
Hyper Devolution Spray	C	U 1.00 U 1.00	0.90	0.50
lgglybuff Kabuto	W	C 0.25	0.90 0.25	0.50
Kabutops	W	F 9.90	8.00	6.40
Kabutops	W	R 3.80	3.00	2.90
Kakuna	G	U 1.00	0.90	0.50
Larvitar	F	C 0.25	0.25	0.15
Magnemite	M	F 9.80	7.20	6.00
Magnemite	M	R 3.80	3.00	2.90
Mareep	L	C 0.25	0.25	0.15
Metapod	G	U 1.00	0.90	0.50
Natu	P	C 0.25	0.25	0.15
Omanyte Omastar	W	C 0.25 U 1.00	0.25	0.15
Pineco	G	C 0.25	0.30	0.30
Politoed	W	F 9.60	7.40▼	6.30
Politoed	W	R 3.80	3.00	2.90
Poliwag	W	C 0.25	0.25	0.15
Poliwhirl	W	U 1.00	0.90	0.50
Poliwrath	W	F 9.60	7.30 ▼	6.00
Poliwrath	W	R 3.80	3.00	3.00
Pupitar	F	U 1.00	0.90	0.50
Ruin Wall	T	U 1.00	0.90	0.50
Scizor Scizor	M	F 11.00 R 4.90	10.00	6.60
Scyther	G	R 4.90 U 1.00	4.20 ▼ 0.90	3.00 0.50
Sentret	C	C 0.25	0.30	0.30
Smeargle	C	F 9.80	7.30 ▼	0.15 6.30
Smeargle	C	R 3.80	3.00	3.00
Spinarak	G	C 0.25	0.25	0.15
Teddiursa	C	C 0.25	0.25	0.15
Tyranitar	D	F 12.25	10.50 ▼	6.50
Tyranitar	D	R 5.00	4.40 ▼	3.10
Tyrogue	F	C 0.25	0.25	0.15
Umbreon	D	F 11.25	9.00▼	6.50
Umbreon	D	R 4.90	3.90	3.00
Unown A	Р	F 9.90	7.90	6.30

THE S	Houndoom 70 HP
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23-12-12	The second secon
to be the same	Dark Pokemon, Length 4 7", Weight: 77 hs. /
۵	Dark Flame Disease I © Every and 20 Dark Flame Disease I © Every and instanted to Housekelin or tile stated does reporting in the rate of the Dark State D
000	Dark Flame Decord © Turngy and Institute to Household on the stated one of the State of the St
G CO	Dark Flame District 1 © Tenegrands Landing and Landing for Floridation or the state does landing from the product of the state of the s
G C C C C C C C C C C C C C C C C C C C	Dark Flame bloome! © Teneng cards isolated in Mouleau or in 18 track does lead that is Mouleau or in 18 track does lead that is Mouleau or in 18 track does lead that is Mouleau or in 18 track floored in 18 track or in 18 track floored in 18 track or in 18 track floored in 18 track Black Flame in a number of floored in 18 track in 18 track does IN demand your lead to the property of track to resident the track track to resident the track

Unown A	Р	R	4.90	3.20		3.00
Unown D	Р	U	1,00	0.90		0.50
Unown E	Р	C	0.25	0.25		0.15
Unown F	Р	U	1.00	0.90		0.50
Unown I	Р	C	0.25	0.25		0.15
Unown M	Р	U	1.00	0.90		0.50
Unown N	P	U	1.00	0.90		0.50
Unown 0	P	C	0.25	0.25		0.15
Unown U	P	U	1.00	0.90		0.50
Ursaring	C	F	9.80	7.50▼		6.30
Ursaring	C	R	3.20	3.00		3.00
Weedle	G	C	0.25	0.25		0.15
Wobbuffet	Р	F	9.60	7.00		6.30
Wobbuffet	P	R	3.20	3.00		2.90
Wooper	W	C	0.25	0.25		0.15
Xatu	P	U	1.00	0.90		0.50
Yanma	G	F	9.60	7.40 ▼		6.30
Yanma	G	R	4.50	3.00		3.00
Total		2	71.75	222.85	1	76.55
				-		

Neo Revelation



182.00 165.75 ▼ 145.50 134.75 104.50 86.25 4.50 4.00 3.40 158.25 155.00 120.75 108.00 89.75 ▼ 85.50 3.40 3.30 3.00 1st Edition Neo Revelation Set 1st Edition Booster Box 1st Edition Booster Pack Unlimited Neo Revelation Set Unlimited Booster Box Unlimited Booster Pack

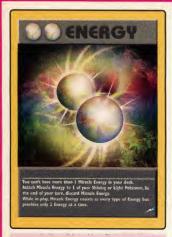
UNLIMITED SINGLES (%	1st EDITION PRICE)		
Holofoil Card (F)	90%	80%	70%
Rare Card	90%	80%	70%
Uncommon Card	100%	80%	60%
Common Card	100%	10,0% 🛦	90%
CARD NAME	TYPERAR HOPE	R MEDIAN	LOWER

CARD NAME	TYPE		UPPEF	MEDIAN	
Aerodactyl	F	R	5.00	4.00 ▲	3.00
Aipom	C	C	0.25	0.25	0.15
Ampharos	L	F	10.00	9.00 ₹	6.00
Balloon Berry	T	U	1.00	0.50 ▼	0.50
Blissey	C	F	10.00	9.00▼	6.50
Celebi	P	F	10.00	9.00▼	6.50
Celebi	P	R	4.00	3.80	3.00
Chinchou	Ĺ	C	0.25	0.25	0.15
Crobat	Ğ	F	10.00	9.00▼	6.50
Delibird	M	F	10.00	9.00 ▼	6.50
Entei	FR		11.00	9.50▼	7.50
Entei	FR	R	4.00	3.80	3.00
Farfetch'd	C	C	0.25	0.25	0.15
Flaaffy	L	Ü	1.00	0.70▼	0.50
Geodude	F	С	0.25	0.25	0.15
Golbat	G	U	1.00	0.70 ▼	0.50
Goldeen	W	С	0.25	0.25	0.15
Graveler	F	U	1.00	0.70▼	0.50
Healing Field	T	U	1.00	0.50▼	0.50
Ho-oh	FR	F	14.75	10.00 ▼	8.30
Ho-oh	FR	R	5.00	4.30 ▼	3.50
Houndoom	D	F	10.50	9.50▼	7.50
Jumpluff	G	F	10.00	9.00 ▼	6.50
Jynx	W	U	1.00	0.70▼	0.50
Kingdra	W	R	4.60	3.00	2.90
Lanturn	L	U	1.00	0.70▼	0.50
Lugia	P	R	5.00	5.00 ▲	4.00
Vlagcargo	FR	U	1.00	0.70 🔻	0.50
Vlagneton	M		10.00	9.00 ▼	6.50
Micdrosuuc	P	F	10.00	9.50 ▼	6.50
Misdreavus Murkrow	D			0.25	
	W	C	0.25		0.15
Octillery			1.50	0.70	0.50
Old Rod	Ţ	C	0.25	0.20	0.10
Paras	G	С	0.25	0.25	0.15
Parasect	G	U	1.00	0.70▼	0.50
Piloswine	F	U	1.00	0.70▼	0.50
Pokémon Breeder Fields	T	U	1.00	0.50 ▼	0.50
Porygon2	C		11.25	8.70 ▼	6.50
Quagsire	W	C	0.40	0.25	0.15
Qwilfish	W	C	0.40	0.25	0.15
Raichu	L	R	5.00	4.80 ▲	3.50
Raikou	L	F	10.25	9.50▼	7.50
Raikou	L	R	4.10	4.00	3.00
Remoraid	W	C	0.25	0.25	0.15
Rocket's Hideout	T	U	1.00	0.50▼	0.50
Seaking	W	U	1.00	0.70 ▼	0.50
Shining Gyrados	W		16.00	12.25▼	10.00
Shining Magicaro	W	SR	16.00	12.25 ▼	10.00
Shining Magicarp Shuckle	F	C	0.25	0.25	0.15
Skarmory	M	R	3.90	3.00 ▼	3.00
Skiploom	G	C	0.25	0.25	0.15
Slugma	FR	Č	0.25	0.25	0.15
Smoochum	P	C	0.25	0.25	0.15
Sneasel	D	R	3.90	3.00▼	3.00
	M				
Snubbull		C	0.25	0.25	0.15
Stantler	C	U	1.00	0.70▼	0.50
Starmie	P	R	3.90	3.00	2.70
Staryu	W	C	0.25	0.25	0.15
Sudowoodo	F	R	3.90	3.00	2.70
Suicune	W	F	10.00	9.90	7.50
Suicune	W	R	3.90	3.00 ▼	3.00
Swinub	F	C	0.25	0.25	0.15
Unown B	Р	U	1.00	0.70▼	0.50
Unown K	Р	C	0.25	0.25	0.15
Unown Y	P	Ū	1.00	0.70▼	0.50
Zubat	G	Č	0.25	0.25	0.15
Total				217.85	168.05
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Pokémon



Neo Destiny



1st Edition Neo Destiny Set	340.00	340.00 ▲	340.00
1st Edition Booster Box	120.75	109.00 ▼	95.00
1st Edition Booster Pack	4.10	4.00 ▲	3.30
1st Edition Dark Deck	10.00	9.70 ▲	9.30
1st Edition Light Deck	10.00	9.70 ▲	9.30
Unlimited Neo Destiny Set	338.25	311.25 🛦	284.50
Unlimited Booster Box	95.50	92.75	90.00
Unlimited Booster Pack	3.60	3.50	3.40
Unlimited Dark Deck	10.50	10.25	10.25
Unlimited Light Deck	10.50	10.25	10.25

UNLIMITED SINGLES (% 1st El	DITION PRICE)		
Holofoil Card (F)	100%	90%	70%
Rare Card	100%	100%	80%
Uncommon Card	100%	100%	80%
Common Card	100%	100%	80%

Common Card		1	00%	100%	80%
CARD NAME T	YPEF	RAR	UPPER	MEDIAN	LOWER
Broken Ground Gym	T	R	3.20	3.00	2.80
Chansey	C	U	1.00	1.00	0.50
Counterattack Claws	T	U	1.00	0.80 🔻	0.50
Cyndaquil	FR	C	0.25	0.25	0.25
Dark Ampharos	L	F	9.00	8.10 ▼	6.80
Dark Ariados	G	R	3.00	3.00	2.60
Dark Crobat	G	F	8.70	8.00	7.60
Dark Croconaw	W	U	1.00	1.00	0.50
Dark Donphan	F	F	8.10	7.90	6.80
Dark Espeon	P	F	9.60	8.10	7.60
Dark Exeggutor	P	U	1.00	1.00	0.50
Dark Feraligtr	W		10.25	8.10 ▼	7.60
Dark Flaaffy	L	U	1.00	1.00	0.50
Dark Forretress	G	Ū	1.00	1.00	0.50
Dark Gengar	P	F	8.70	8.00	7.30
Dark Haunter	P	Ū	1.00	1.00	0.50
Dark Houndoom	FR	F	9.50	8.10▼	7.30
Dark Magcargo	FR	R	3.00	3.00	2.60
Dark Octillery	W	C	0.25	0.25	0.25
Dark Omanyte Dark Omastar	W	U R	1.00	1.00	
	C	F	3.00 8.70	3.00	2.60 6.80
Dark Porygon2 Dark Pupitar	F	Ü	1.00	7.90 1.00	0.50
Dark Quilava	FR	U	1.00	1.00	0.50
Dark Scizor	M	F	9.60	8.10	7.60
Dark Slowking	C	R	3.00	3.00	2.60
Dark Typhlosion	FR		10.50	10.00 ▼	8.20
Dark Tyranitar	F	F	10.50	8.10 🔻	7.60
Dark Ursaring	P	Ŕ	3.00	3.00	2.60
Dark Wigglytuff	C	Ü	1.00	1.00	0.50
Dratini	C	Č	0.25	0.25	0.25
Energy Amplifier	Ť	Ū	1.00	0.80 ▼	0.50
Energy Stadium	Ť	Ū	1.00	0.80 ▼	0.50
Exeggcute	P	C	0.25	0.25	0.25
EXP. ALL	T	R	3.20	3.00	2.80
Gastly	P	C	0.25	0.25	0.25
Girafarig	C	C	0.25	0.25	0.25
Gligar	F	C	0.25	0.25	0.25
Growlithe	FR	С	0.25	0.25	0.25
Heal Powder	T	C	0.25	0.25	0.25
Heracross	G	U	1.00	1.00	0.50
Hitmonchan	F	C	0.25	0.25	0.25
Hitmonlee	F	U	1.00	1.00	0.70
Houndour	D	U	1.00	1.00	0.50
Impostor Prof. Oak's Invention		R	3.00	3.00	2.60
Jigglypuff	C	U	1.00	1.00	0.50
Larvitar Ledyba	G	C	0.25	0.25 0.25	0.25
Light Arcanine	ն FR	F	8.40	7.40 ▼	6.00
Light Azumarill	W	F	8.60	7.40 V	6.00
Light Dewgong	W	U	1.00	1.00	0.50
Light Dragonair	C	R	4.00	3.00 ▼	2.60
Light Dragonite	C	F	8.70	7.90 ▼	6.80
Light Flareon	FR	Ü	1.00	1.00	0.50
Light Golduck	W	Ü	1.00	1.00	0.50
		-	1.00	1.00	0.00

Light Jolteon	L	U 1.0	0 100	0.70
Light Lanturn	L	U 1.0 R 3.0		
Light Ledian	G	R 3.0		2.60
	F	R 3.0		2.60
Light Machamp	F			2.60
Light Machoke Light Ninetales	FR	U 1.0		0.50
Light Piloswine	W			0.50
Light Slowbro	P	R 3.8		
Light Sunflora	G	C 0.2		0.50
Light Togetic	C	F 8.4		0.25
Light Vaporeon	W	U 1.0		
	G			0.50
Light Venomoth Light Wigglytuff	C	U 1.0		0.50
Lucky Stadium	T			0.50
Machop	F	U 1.0		
	Ť			0.25
Magnifier Mail from Bill	Ť	U 1.0		0.50 0.25
Mantine	w	C 0.2		
	L			0.25
Mareep Miraela Energy	E			0.25
Miracle Energy	F			
Phanpy	G			0.25
Pineco Polyámon Porpopolity Tost	T			0.25
Pokémon Personality Test	Ċ			
Porygon	W	C 0.2		0.25
Psyduck Padia Towar				0.25
Radio Tower Remoraid	T W			2.60
		C 0.2		0.25
Scyther Seel	G	U 1.0		0.70
Shining Celebi	G	F 17.2		0.25
Shining Charizard	FR	F 21.5		12.25
Shining Kabutops	F	F 16.7		
Shining Mewtwo	Р	F 15.0		12.25
Shining Noctowl	C	F 16.5		
Shining Raichu	L	F 15.7		
Shining Steelix	M	F 20.0		12.00
Shining Tyranitar	D	F 19.2		
Slugma	FR	C 0.2		0.25
Sunkern	G	C 0.2		0.25
Swinub	W	C 0.2		0.25
Team Rocket's Evil Deeds	T	U 1.0		
Thought Wave Machine	Ť	R 3.2		2.80
Togepi	Ċ	U 1.0		0.50
Totodile	W	C 0.2		0.30
Unown [C]	P	U 1.0		0.50
Unown [G]	P	R 3.2		2.80
Unown [H]	P	R 3.2		2.80
Unown [L]	P	C 0.2		0.25
Unown [P]	P	U 1.0		0.50
Unown [Q]	P	U 1.0		0.50
Unown [S]	P	C 0.2		0.25
Unown [T]	P	C 0.2		0.25
Unown [V]	P	C 0.2		0.25
Unown [W]	P	R 3.2		2.80
Unown [X]	P	R 3.2		2.80
Unown [Z]	P	U 1.0		0.50
Venonat	G	C 0.2		0.25
Vulpix	FR	C 0.2		0.25
Total			0 336.90	



Jana	1 1011	103
U.S. SETS & PROMOS UPPER	MEDIAN	LOWER
Pikachu World Collection 16.75	14.50 ▼	12.25
Aerodactyl - Fossil Prerelease 8.80	8.60 ▼	6.30
Ancient Mew (PK Movie 2000) F 4.40	4.00 ▼	4.00
Clefable - Jungle Prerelease 7.00	6.00 ▼	5.30
Kabuto - Fossil gold stamped 5.10	4.50	3.30
Meowth - gold-bordered 6.10	6.00	5.00
Misty's Seadra Prerelease 7.30	6.00	5.50
Pikachu - (E3) 12.00 Pikachu - (shooting star) 16.25	12.00 14.25 V	8.90 9.10
Pikachu - (shooting star) 16.25 Pikachu - colossal card 6.20	5.80 ▼	5.40
#1: Pikachu (Pokémon League) 5.60	5.00	4.30
#2: Electabuzz (1st Pokémon movie) 6.30	6.00	4.80
#3: Mewtwo (1st Pokémon movie) 5.30	4.00	3.80
#4: Pikachu (1st Pokémon movie) 6.10	5.00 ▼	4.30
#5: Dragonite (1st Pokémon movie) 6.30	5.00 ▼	4.30
#6: Arcanine (Pokémon League) 5.40	5.00 ▼	4.30
#7: Jigglypuff (Atlantic Records) 7.50	6.50 ▼	5.80
#8: Mew (Pokémon League) 4.90	4.80 ▼	3.90
#9: Mew holofoil F 6.80	5.00 ▼	5.00
#10: Meowth (Nintendo Power) F 8.80	8.00	6.50
#11: Eevee (Pokémon League) 5.80	5.00 ▼	4.00
#12: Mewtwo (Nintendo Power) 8.70	6.00	5.50
#13: Venusaur (Nintendo Player's Guide) 9.70	9.00 ▼	8.50
#14: Mewtwo (movie videotape) 6.80	5.00 ▼	5.00
#15: Cool Porygon (N64) F 11.50	9.50 ▼	7.30
#16: Computer Error (PK League) 4.90 #17: Dark Persian F 7.30	4.80 ▼ 6.00	3.40 5.50
#18: Team Rocket's Meowth 5.40	5.00 ▼	3.50
#19: Sabrina's Abra 5.40	5.00 ▼	3.50
#20: Psyduck 5.40	5.00 ▼	3.50
#21: Moltres (Pokémon Movie 2000) 5.80	5.00 ▼	4.30
#22: Articuno (Pokémon Movie 2000) 5.80	5.00 ▼	4.30
#23: Zapdos (Pokémon Movie 2000) 5.80	5.00 ▼	4.30
#24: Birthday Pikachu 11.75	11.50 ▲	8.20
#25: Flying Pikachu (German) 7.00	6.30 ▼	5.70
#26: Pikachu (Spanish Snap) 7.00	6.30 ▼	5.70
#27: Pikachu (Italian Small Jumbo) 5.50	5.40 ▼	5.20



Basic 103 Cards

PHO-OHO	103) Ga	rus	
Base Set		170.00	166.75 ▲	
Booster Box Booster Pack		171.50 5.90	164.25 ▲ 5.10	157.25 4.90
Starter		13.25	12.50 ▲	
CARD NAME		UPPER	MEDIAN	LOWER
1 Bulbasaur 2 Ivysaur	G C	0.25	0.25	0.10
3 Venusaur	G H	10.00	0.90 6.80 ▼	0.50 5.80
4 Charmander	FR C	0.25	0.25	0.10
5 Charmeleon 6 Charizard	FR U	1.00	0.90 13.75 ▼	0.50 12.00
7 Squirtle	W C	0.25	0.25	0.10
8 Wartortle 9 Blastoise	W U	1.00	0.90	0.50 8.80
10 Caterpie	G C	0.25	0.25	0.10
11 Metapod 13 Weedle	G C	0.25	0.25 0.25	0.10
14 Kakuna	G U	0.25	0.25	0.10
15 Beedrill	G R	3.00	2.50 ▲	2.00
16 Pidgey 17 Pidgeotto	C C	0.25 3.00	0.25 2.50 ▲	0.10 2.00
19 Rattata	C C	0.25	0.25	0.10
20 Raticate 25 Pikachu	C U	1.00	0.90 0.25	0.50 0.10
26 Raichu	L H	8.00	6.20▼	5.80
27 Sandshrew 32 Nidoran (M)	F C G C	0.25	0.25 0.25	0.10 0.10
33 Nidorino	G U	1.00	0.20	0.10
34 Nidoking	G H	6.30	6.00	5.50
35 Clefairy 37 Vulpix	C H FR C	6.50 0.25	6.00 0.25	5.50 0.10
38 Ninetales	FR H	6.00	5.60 ▼	5.00
50 Diglett 51 Dugtrio	F C	0.25 3.00	0.25 2.50 A	0.10 2.00
58 Growlithe	FR U	1.00	0.90	0.50
59 Arcanine 60 Poliwag	FR U W C	1.00	0.90 0.25	0.50 0.10
61 Poliwhirl	WU	1.00	0.90	0.50
62 Poliwrath 63 Abra	W H	6.30	6.00 0.25	5.50
64 Kadabra	PU	1.00	0.23	0.10 0.50
65 Alakazam	PH	8.60	6.00	5.90
66 Machop 67 Machoke	F C F U	1.00	0.25 0.90	0.10 0.50
68 Machamp	F H	6.00	5.50 ▼	5.00
77 Ponyta 81 Magnemite	FR C	0.25	0.25 0.25	0.10 0.10
82 Magneton	L H	5.80	5.50	5.00
83 Farfetch'd 84 Doduo	C C	1.00	0.90 0.25	0.50
86 Seel	W U	1.00	0.90	0.50
87 Dewgong 92 Gastly	W U	1.00	0.90 0.25	0.50 0.10
93 Haunter	PU	1.00	0.23	0.50
95 Onix	F C	0.25	0.25	0.10
96 Drowzee 100 Voltorb	P C	0.25	0.25 0.25	0.10 0.10
101 Electrode	Ł R	3.00	2.50 🛦	2.00
107 Hitmonchan 109 Koffing	F H	6.30 0.25	6.00 0.25	5.50 0.10
113 Chansey	C H	6.30	6.00	5.50
114 Tangela 120 Staryu	G C W C	0.25	0.25	0.10 0.10
121 Starmie	W C	0.25	0.25	0.10
124 Jynx 125 Electabuzz	P U L R	1.00	0.90 2.50 A	0.50 2.00
126 Magmar	FR U	1.00	0.90	0.50
129 Magikarp 130 Gyarados	W U	1.00 6.30	0.90	0.50 5.50
137 Porygon	C U	1.00	0.90	0.50
145 Zapdos 147 Dratini	L H	9.50	6.00	5.70
148 Dragonair	€ U € R	1.00	2.50 ▲	0.50 2.00
150 Mewtwo	PH	8.00	6.10	5.80
Bill Clefairy Doll	T C T R	0.25 2.30	0.15 2.00	0.10 1.10
Computer Search	T R	2.30	2.00	1.10
Defender Devolution Spray	T U	1.00	0.90 2.00	0.50 1.10
Energy Removal	T C	0.25	0.15	0.10
Energy Retrieval	T U	1.00	0.90	0.50
Full Heal Gust of Wind	T U	1.00	0.90 0.15	0.50 0.10
Impostor Professor Oak	T R	2.30	2.00	1.10
Item Finder Lass	T R	2.30	2.00	1.10 1.10
Maintenance	T U	1.00	1.00	0.50
PlusPower	T U	1.00	1.00	0.50
Pokédex Pokémon Breeder	T U	1.00	0.90 2.00	0.50 1.10
Pokémon Center	T U	1.00	0.90	0.50
Pokémon Flute Pokémon Trader	T U	1.00	0.90 2.00	0.50 1.10
Potion	T C	0.25	0.15	0.10
Professor Oak Revive	T U	1.00	0.90	0.50
Scoop Up	T R	1.00	0.90 2.00	0.50 1.10
Super Energy Removal	T R	3.60	2.50 ▲	1.10

Super Potion	T	U	1.00	0.90		0.50
Switch	T	C	0.25	0.15		0.10
Double Colorless Energy	E	U	1.00	1.00		0.80
Colorless Energy	E	C	0.25	0.10		0.10
Fighting Energy	E	C	0.25	0.10		0.10
Fire Energy	E	C	0.25	0.10		0.10
Grass Energy	E	C	0.25	0.10		0.10
Lightning Energy	E	C	0.25	0.10		0.10
Psychic Energy	E	C	0.25	0.10		0.10
Water Energy	E	C	0.25	0.10		0.10
Total		2	11 45	180 25	1	41.00



Jungle 48 Cards



Jungle Set Booster Be Booster Pa	ox ack		2	5.80	146.25 ▼ 268.25 ▼ 5.00	264.75 4.90
CARD NAM	VE .	TYPE	RAR	UPPER	MEDIAN	LOWER
12 Butterf		G	U	1.00	0.90	0.50
18 Pidgeo		C	H	7.00	5.10 ▼	5.00
21 Spearo		C	C	0.25	0.25	0.10
22 Fearow		C	Ü	1.00	0.20	0.10
25 Pikachi		Ĺ	C	0.25	0.30	0.30
29 Nidorai		G	C	0.25	0.25	0.10
30 Nidorin	11 (1)	G	U	1.00	0.23	0.10
31 Nidogu		G	Н	7.00	5.50 ▼	5.00
36 Clefable		C	Н	5.30	5.00	5.00
39 Jigglyp		C	C	0.25	0.25	0.10
40 Wiggly		C	Н	7.30	5.10 ▼	5.00
43 Oddish		G	C	0.25	0.25	
44 Gloom		G	Ü	1.00	0.23	0.10
45 Vileplui	ma	G	Н	7.00	5.10 ▼	5.00
46 Paras	HIC	G	C	0.25	0.25	0.10
47 Parase	et	G	U	1.00	0.23	0.10
48 Venona		G	C	0.25	0.90	0.10
49 Venom		G	Н	7.00	5.10 ▼	5.00
52 Meowt		C	C	0.25	0.25	0.10
53 Persian		C	Ü	1.00	0.23	0.10
56 Mankey		F	C	0.25	0.30	0.10
57 Primea		F	Ü	1.00	0.23	0.10
69 Bellspr		Ġ	C	0.25	0.30	0.10
70 Weepir		Ğ	Ŭ	1.00	0.90	0.10
71 Victree		G	Н	7.00	5.10▼	5.00
78 Rapida		FR	Ü	1.00	0.90	0.50
85 Dodrio	011	C	Ü	1.00	0.90	0.50
101 Electr	nde	Ĺ	Н	7.00	5.30 ▼	5.00
102 Exego		G	C	0.25	0.25	0.10
103 Exegg		G	Ü	1.00	0.90	0.50
104 Cubor		F	Č	0.25	0.25	0.10
105 Marov	wak	F	Ü	1.00	0.90	0.50
108 Lickiti	una	C	Ū	1.00	0.90	0.50
111 Rhyho		F	C	0.25	0.25	0.10
112 Rhydo		F	U	1.00	0.90	0.50
115 Kanga	askhan	C	Н	5.40	5.00	5.00
118 Golde		W	C	0.25	0.25	0.10
119 Seakii	ng	W	U	1.00	0.90	0.50
122 Mr.Mi	ime	P	Н	6.60	6.00	5.00
123 Scyth	er	G	Н	8.10	7.40	5.80
127 Pinsir		G	Н	7.00	5.70 ▼	5.00
128 Tauro		C	U	1.00	0.90	0.50
133 Eevee		C	C	0.25	0.25	0.10
134 Vapor		W	Н	6.60	5.10 ▼	5.00
135 Jolted		L	Н	5.40	5.00	5.00
136 Flared		FR	Н	5.40	5.00	5.00
143 Snorla	ax	C	Н	6.50	5.80 ▼	5.00
Pokéball		T	C	0.25	0.25	0.10



Fossil 48 Cards



Total 125.60 104.70 90.40 Fossil Set 158.00 156.00 ▼ 154.00 Booster Box 148.25 148.25 ▼ 144.25 148.25 ▼ 144.50 Booster Pack 5.00 5.00 5.00 4.80 CARD NAME TYPERAR UPPER MEDIAN LUWE 23 Ekans G C 0.25 0.25 0.11 24 Arbok G U 1.00 0.90 0.550 4 50 26 Raichu L H 6.00 5.50 4 50 28 Sandslash F U 1.00 0.90 0.90 0.50
23 Ekans G C 0.25 0.25 0.10 24 Arbok G U 1.00 0.90 0.50 26 Raichu L H 6.00 5.50 ▲ 5.00
24 Arbok G U 1.00 0.90 0.50 26 Raichu L H 6.00 5.50 ▲ 5.00
26 Raichu L H 6.00 5.50 ▲ 5.00
28 Sandslash F U 1.00 0.90 0.50
41 Zubat G C 0.25 0.25 0.10
42 Golbat G U 1.00 0.90 0.50
54 Psyduck W C 0.25 0.25 0.10
55 Golduck W U 1.00 0.90 0.50
72 Tentacool W C 0.25 0.25 0.10
73 Tentacruel W U 1.00 0.90 0.50
74 Geodude F C 0.25 0.25 0.10
75 Graveller F U 1.00 0.90 0.50
76 Golem F U 1.00 0.90 0.50
79 Slowpoke P C 0.25 0.25 0.10
80 Slowbro P U 1.00 0.90 0.50
82 Magneton L H 6.00 5.00 5.00
88 Grimer G C 0.25 0.25 0.10
89 Muk G H 6.00 5.00 5.00
90 Shellder W C 0.25 0.25 0.10
91 Cloyster W U 1.00 0.90 0.50
92 Gastly P U 1.00 0.90 0.50





94 Gengar	P	Н	7.20	6.00	5.70
97 Hypno	P	Н	6.00	5.00	5.00
98 Krabby	W	С	0.25	0.25	0.10
99 Kingler	W	U	1.00	0.90	0.50
106 Hitmonlee	F	Н	7.20	6.00	5.70
110 Weezing	G	U	1.00	0.90	0.50
116 Horsea	W	C	0.25	0.25	0.10
117 Seadra	W	U	1.00	0.90	0.50
126 Magmar	FR	U	1.00	0.90	0.50
131 Lapras	W	Н	6.00	5.60 ▼	5.00
132 Ditto	C	Н	6.40	6.00	5.70
138 Omanyte	W	C	0.25	0.25	0.10
139 Omastar	W	U	1.00	0.90	0.50
140 Kabuto	F	C	0.25	0.25	0.10
141 Kabutops	F	Н	6.70	6.00	5.70
142 Aerodactyl	F	Н	7.20	6.00	6.00
144 Articuno	W	Н	6.10	5.00	5.00
145 Zapdos	L	Н	7.20	6.00	5.00
146 Moltres	FR	Н	6.40	5.00	5.00
149 Dragonite	C	Н	6.20	5.00	5.00
151 Mew/Myuu	P	Н	12.25	6.00	5.70
Energy Search (6 juggled balls		C	0.25	0.25	0.10
Fossil of Something	Ţ	C	0.25	0.25	0.10
Gambler (dice)	Ţ	C	0.25	0.25	0.10
Old Man Fuji (bald old man)	T	Ñ	1.00	0.50	0.50
Recycle (Jigglypuff suspender	a) I	C	0.25	0.25	0.10
Total		1	29.25	107.10	94.80
we will be a supplemental to the		ethicate.	Andrew Address		DE 240000



Team Rocket 65 Cards



Marketings . with decembers of					Accordance .
Team Rocket Set		1	97.50	195.00 ▼	192.50
Booster Box			324.50	316.25 ▼	
Booster Pack			6.30	5.10 ▼	4.40
	rvne	DAR			_
				MEDIAN	
4 Charmander	FR	C	0.25	0.25	0.10
5 Dark Charmeleon	FR	U	1.00	0.50	0.50
6 Dark Charizard	FR	Н	14.50	13.00	11.00
7 Squirtle	W	C	0.25	0.25	0.10
8 Dark Wartortle	W	Ū	1.00	0.50	0.50
9 Dark Blastoise	W	Н	10.00	9.50	8.30
19 Rattata	C	C	0.25	0.25	
					0.10
20 Dark Raticate	C	C	0.25	0.25	0.10
23 Ekans	G	C	0.25	0.25	0.10
24 Dark Arbok	G	Н	5.80	5.00	5.00
41 Zubat	G	C	0.25	0.25	0.10
42 Dark Golbat	G	Н	6.00	5.00	5.00
43 Oddish	G	C	0.25	0.25	0.10
44 Dark Gloom	G	Ü			
			1.00	0.50	0.50
45 Dark Vileplume	G	Н	7.00	5.70 ▲	5.00
50 Diglett	F	C	0.25	0.25	0.10
51 Dark Dugtrio	F	Н	6.20	5.00	5.00
52 Meowth	C	C	0.25	0.25	0.10
53 Dark Persian	C	C	0.25	0.25	0.10
54 Psyduck	W	C	0.25	0.25	0.10
55 Dark Golduck	W	U		0.50	
			1.00		0.50
56 Mankey	F	C	0.25	0.25	0.10
57 Dark Primeape	F	U	1.00	0.50	0.50
63 Abra	P	С	0.25	0.25	0.10
64 Dark Kadabra	Р	U	1.00	0.50	0.50
65 Dark Alakazam	Р	Н	7.70	6.00	5.50
66 Machop	F	C	0.25	0.25	0.10
67 Dark Machoke	Ė	Ü	1.00	0.50	
					0.50
68 Dark Machamp	F	Н	7.70	5.60	5.00
77 Ponyta	FR	C	0.25	0.25	0.10
78 Dark Rapidash	FR	C	0.25	0.25	0.10
79 Slowpoke	P	C	0.25	0.25	0.10
80 Dark Slowbro	P	Н	6.20	5.00	5.00
81 Magnemite	L	C	0.25	0.25	0.10
82 Dark Magneton	i	Н	6.20	5.00	5.00
88 Grimer	G		0.25	0.25	
		C			0.10
89 Dark Muk	G	U	1.00	0.50	0.50
96 Drowzee	P	С	0.25	0.25	0.10
97 Dark Hypno	P	Н	7.30	5.10	5.00
100 Voltorb	L	C	0.25	0.25	0.10
101 Dark Electrode	L	U	1.00	0.50	0.50
109 Koffing	G	C	0.25	0.25	0.10
110 Dark Weezing	G	H	6.20	5.00	5.00
129 Magikarp	W	C	0.25	0.25	0.10
		Н			
130 Dark Gyarados	W		7.70	5.70 ▲	5.00
133 Eevee	C	С	0.25	0.25	0.10
134 Dark Vaporeon	W	U	1.00	0.50	0.50
135 Dark Jolteon	L	U	1.00	0.50	0.50
136 Dark Flareon	FR	U	1.00	0.50	0.50
137 Porygon	C	C	0.25	0.25	0.10
147 Dratini	C	C	0.25	0.25	0.10
		Ü	1.00		
148 Dark Dragonair	C			0.50	0.50
149 Dark Dragonite	C	Н	8.00	7.00 ▼	5.00
Boss's Way	T	U	0.60	0.50	0.50
Challenge!	T	U	0.60	0.50	0.50
Digger	T	C	0.25	0.25	0.10
Full Heal Energy	Ė	Č	0.25	0.25	0.10
Goop Gas Attack	Ť	C	0.25	0.25	0.10
	Ť		H15.00	15.00	14.50
Here Comes Team Rocket!					
Imposter Oak's Revenge	Ţ	U	0.60	0.50	0.50
Nightly Garbage Run	T	C	0.25	0.25	0.10
Potion Energy	Ε	C	0.25	0.25	0.10
Rainbow Energy	Ε	Н	8.10	6.10	5.80
Rocket's Sneak Attack	T	Н	8.20	7.90	5.80
Sleep!	T	C	0.25	0.25	0.10

Total



Brock's Deck

Misty's Deck

Lt. Surge's Deck

Gym Leaders 94 Cards



50.00	• •	Ja	ıuə		
Brock's Deck	The arriver		22.00	22.00	22.00
Misty's Deck			25.00	25.00	24.75
t. Surge's Deck Erica's Deck			25.00	25.00	24.75
Erica's Deck			22.00	22.00	22.00
Sabrina's Deck			22.00	22.00	22.00
Blaine's Deck Complete Booster Set			25.50 92.50	25.00 190.25 ▼	25.00
Booster Box		3	30.75	328.75 ▼	327.00
Booster Pack		_	5.90	5.10▼	5.00
CARD NAME T	YPE	RAR	UPPER	MEDIAN	
	G	U	1.00	0.90	0.50
I Erica's Bulbasaur 19 Lt. Surge's Rattata 20 Lt. Surge's Rattata 21 Lt. Surge's Ratoate 21 Lt. Surge's Fearow 22 Lt. Surge's Fearow 25 Lt. Surge's Fearow 25 Lt. Surge's Pikachu 27 Brock's Sandshrew 28 Brock's Sandshash 35 Erica's Clefable 37 Brock's Vulpix 37 Brock's Vulpix 38 Brock's Ninetales 39 Erica's Jigglypuff 41 Brock's Zubat	C	C	0.25	0.25	0.10
20 Lt. Surge's Raticate	C	U	1.00	0.90	0.50
21 Lt. Surge's Spearow	C	C	0.25	0.25	0.10
22 Lt. Surge's Fearow	C	Н	5.70	5.00	4.70 0.10
20 Lt. Surge's Findullu 27 Brook'e Sandehraw	È	C	0.25	0.25 0.25	0.10
28 Brock's Sandslash	F	Ü	1.00	0.90	0.50
35 Erica's Clefairy	C	Ū	1.00		0.10 0.50 0.50
36 Erica's Clefable	C	Н	5.80	5.60 ▼	4.80
37 Brock's Vulpix	FR	C	0.25	0.25	0.10
3/ Brock's Vulpix	FR	Ü	1.00	0.90	0.50
30 Frica's linglynuff	FR	Н	5.20 0.25	5.00 0.25	5.00 0.10
41 Brock's Zubat	Ğ	C	0.25	0.25	0.10
42 Brock's Golbat	G	U	1.00	0.90	0.50
43 Erica's Oddish	G	C	0.25	0.25	0.10
43 Erica's Oddish	G	C	0.25	0.25	0.10
44 Erica's Gloom	G	Ü	1.00	0.90	0.50
45 Erica's Vileplume 46 Erica's Paras	G	Н	5.70 0.25	5.00 0.25	4.70 0.10
50 Brock's Diglett	GFWW	CCCH	0.25	0.25	0.10
	W	Č	0.25	0.25	0.10
55 Misty's Golduck	W	Н	5.70	5.00 0.25	4.70
56 Brock's Mankey	F	C	0.25	0.25	0.10
54 Misty's Psyduck 55 Misty's Golduck 56 Brock's Mankey 57 Brock's Primeape 60 Misty's Poliwag 61 Misty's Poliwad	141	Ü	1.00		0.50
00 Misty's Pollwag 61 Miety's Poliwhirl	W	C	0.25 1.00	0.25	0.10
61 Misty's Poliwhirl 69 Erica's Bellsprout	G	Ü	1.00	0.90	0.50
CO Erico'o Polloprout	G	Č	0.25	0.25	0.50
70 Erica's Weepinbell	G	U	1.00 5.70	0.90	0.50
71 Erica's Victreebel	G	R	5.70	5.00	3.80
72 Misty's Tentacool	W	U	1.00	0.90	0.50
os Erica's Weepinbell 71 Erica's Wictreebel 72 Misty's Tentacool 73 Misty's Tentacruel 74 Brock's Geodude	W	H	5.80 0.25	4.70 ▼ 0.25	3.80 0.10
74 Brock's Geodude	F	Č	0.25	0.25	0.10
75 Brock's Graveler	F	U	1.00	0.90	0.50
B1 Lt. Surge's Magnemite B1 Lt. Surge's Magnemite	Ļ	Ū	1.00	0.90	0.50
82 Lt. Surge's Magneton	L	С	0.25 5.20	0.25 5.00	0.10 4.70
B6 Misty's Seel	w	C	0.25	0.25	0.10
B7 Misty's Dewgong	W	U	1.00	0.90	0.50
95 Brock's Onix	F	Č	0.25	0.25	0.10
100 Lt. Surge's Voltorb 102 Erica's Exeggute	G	C	0.25	0.25 0.90	0.10
103 Frica's Exeggute	G	Ü	1.00	0.90	0.50
107 Team Rocket's Hitmonchan	F	H	5.20	5.00	5.00
103 Erica's Exeggutor 107 Team Rocket's Hitmonchan 108 Brock's Lickitung	C	C	1.00	0.90	0.50
111 Brock's Rhynom	F	C	0.25	0.25	0.10
112 Brock's Rhydon 114 Erica's Tangela	G	Н	5.90 0.25	5.00 0.25	4.70 0.10
116 Misty's Horsea	W	000	0.25	0.25	0.10
116 Misty's Horsea 116 Misty's Horsea	W	C	0.25	0.25	0.10 4.70
117 Misty's Seadra 118 Misty's Goldeen	W	Н	5.20	5.00	4.70
120 Mich/e Stanu	W	C	0.25 0.25	0.25 0.25	0.10 0.10
123 Team Rocket's Scyther	G	Н	5.80	5.00	5.00
120 Misty's Staryu 123 Team Rocket's Scyther 125 Lt. Surge's Electabuzz 129 Misty's Magikaro	L	Н	6.30	5.00	4.70
	W	C	0.25	0.25	0.10
130 Misty's Gyarados	W	Н	6.00	5.00	4.70
133 Lt. Surge's Eevee 135 Lt. Surge's Jolteon	C	U R	1.00 5.20	0.90 5.00	0.50 4.50
146 Team Rocket's Moltres	FR	Ĥ	6.40	5.00	5.00
147 Erica's Dratini	C	U	1.00	0.90	0.50
148 Erica's Dragonair	C	H	6.30	5.00	4.70
Brock Brock's Training Method	T	R U	5.00	3.90 0.50	2.80 0.50
Brock's Protection	Ė	Ř	5.00	3.00	2.60
Celadon City Gym	T	U	0.25	0.25	0.10
Celadon City Gym Cerulean City Gym Charity Derangement Gym (Stadium)	Ī	Ū	1.00	0.50	0.50
Dominate Com (Stadium)	T	R	5.00	2.50 ▲ 4.20 ▼	2.00
Energy Flow Erica Erica's Kindness	Ť	R C	1.00	0.50	0.50
Erica	Ť	Ř	5.00	3.00	2.40
Erica's Kindness	T	R	5.00	0.50 3.00 2.50 A 0.50 0.50	2.00
Erica's Maids	Ţ	U	1.00	0.50	0.50
Erica's Perfume	Ţ	U	1.00	0.50	0.50 0.50 0.50
Good Manners Vermilion City Gym	T	Ü	1.00	0.50	0.50
Lt. Surge	T	R	5.00	3.90	2.80
Lt. Surge's Secret Operation	T	R	5.00	3.00	2.60
Lt. Surge's Treaty	Ţ	U	1.00	0.50	0.50
Misty Misty's Duel	Ţ	R	5.20 1.00	3.90 0.50	2.80 0.50
Misty's Selfishness	T	Ř	5.00	3.00 ▲	2.40
Misty's Tear	T	C	0.25	0.25	0.10
Misty's Wrath	Ţ	Ū	0.25	0.25	0.10
Narrow Gym No Removal Gym	T	C R	0.25 5.00	0.25 2.50 A	2.00
Pewter City Gym	T	U	1.00	0.50	0.50
Recall	T	U	1.00	0.70 🔻	0.50
Rocket's Training Gym	T	R	5.00	2.50 ▲ 0.70 ▼	2.00 0.50
Secret Mission The Rocket's Trap	ť	Н	6.30	5.00	5.00
Total				160.60	132.60

160.60 132.60 117.10



Booster Box Booster Pack

2 Erika's Ivysaur 3 Erika's Venusaur

4 Blaine's Charmander

5 Blaine's Charmeleon

6 Blaine's Charizard

13 Koga's Weedle

14 Koga's Kakuna 15 Koga's Beedrill

16 Koga's Pidgey 16 Koga's Pidgey 17 Koga's Pidgeotto 23 Koga's Ekans 24 Koga's Arbok 26 Lt. Surge's Raichu 29 Giovanni's Nidoran (F)

30 Giovanni's Nidorina

31 Giovanni's Nidoqueen

33 Giovanni's Nidorino

34 Giovanni's Nidoking

37 Blaine's Vulpix 38 Blaine's Ninetales

41 Koga's Zubat

42 Koga's Golbat 48 Sabrina's Venonat

49 Sabrina's Venomoth

51 Brock's Dugtrio 52 Giovanni's Meowth 52 Giovanni's Meowth 53 Giovanni's Persian

54 Sabrina's Psyduck 55 Sabrina's Golduck 56 Blaine's Mankey 58 Blaine's Growlithe

59 Blaine's Arcanine 62 Misty's Poliwrath

63 Sabrina's Abra 64 Sabrina's Kadabra

65 Sahrina's Alakazam

66 Giovanni's Machop

67 Giovanni's Machoke

68 Giovanni's Machamp 77 Blaine's Ponyta 78 Blaine's Rapidash

79 Sabrina's Slowpoke

80 Sabrina's Slowbro 84 Imakuni's Doduo

84 Blaine's Doduo 88 Koga's Grimer

89 Koga's Muk 92 Sabrina's Gastly

93 Sabrina's Haunter 94 Sabrina's Gengar

96 Sabrina's Drowzee 97 Sabrina's Hypno

109 Koga's Koffing 109 Koga's Koffing

110 Koga's Weezing

111 Blaine's Rhyhorn

114 Koga's Tangela

113 [Your name]'s Chansey

115 Blaine's Kangaskhan 122 Sabrina's Mr. Mime 124 Sabrina's Jynx

126 Blaine's Magmar

127 Giovanni's Pinsir

128 Blaine's Tauros 129 Giovanni's Magikarp

130 Giovanni's Gyarados 132 Koga's Ditto 137 Sabrina's Porvgon 143 Team Rocket's Snorlax

145 Team Rocket's Zapdos

146 Blaine's Moltres 150 Team Rocket's Mewtwo

Blaine Blaine's Gamble

Blaine's Quiz #3

Trash Exchange Giovanni Giovanni's Trump Card

Gurentown Gym Invisible Wall

Koga's Secret Transformation Act T Minion of Team Rocket

Sabrina's Eye Sabrina's Psychic Control

Sekichiku City Gym Team Rocket Experiment

Tickling Machine

Tokiwa City Gym

Yamabuki City Gym

Warp Point

Total

Team Rocket's Explosive Gym

Koga

Sabrina Sabrina's ESP

Blaine's Last Resort

32 Giovanni's Nidoran (M)

Gym 2 98 Cards

G 1 00 1.00

FR

FR FR 1.00 1.00 8.00 A 0.70

G

GGGGGGFRFR

UHCUHCU 8.00 0.25 8.00

0.25 0.25 0.15 0.70

7.10 1.00 0.25 3.20 0.25 3.20 8.30 0.25 1.00 3.20 0.25 1.00

7.10 0.25 3.00 5.40 ▼ 0.25 3.00

0.25 0.25

0.25 0.25 0.15

3.20 3.00 2.90 0.70 0.15 5.00 0.15 2.90

8.30 0.25 1.00 5.40 **v** 0.25 1.00

U 1.00 H 7.30 C 0.25 U 1.00 C 0.25 U 1.00 SR 13.00

U 1.00 H 7.90 C 0.25 U 1.00 U 1.00 C 0.25 SU 14.75 C 0.35 U 1.00 C 0.25 SU 14.75 C 0.35 U 1.00 C 0.25 H 7.80 H 8.50 C 0.40 R 3.00 R 3.0

3.70 0.25

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0.25 0.25 0.70 **v**

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192.50 190.00 ▼ 180.00

341.25 332.50 ▼ 316.25 7.60 7.10 ▼ 6.60

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5.40 **v** 1.00 0.25 3.00 5.00 0.70 0.15 2.90

0.25 3.00 7.50 V 0.25 1.00 0.15 2.90 6.20

3.00 2.90

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0.25 5.40 ▼ 0.25 3.00 0.25 0.25 8.30 ▼ 3.00 0.25 7.60 0.25 3.20 0.25 0.25 10.50 3.20 0.25 1.00

0.25 0.15 0.70

5.40 V 0.25 1.00 5.00

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0.25 1.00 1.00 3.00 A 0.15 0.70

0.25 0.25 7.60 V 7.30 A 0.25 V 3.00

8.00 V

8.00 🛦 6.40 V 3.00 A 0.25 0.70 V 0.50

0.25 5.00 A 3.00 A 0.15 4.10 2.50

0.50 0.25 0.50 0.15

0.70 V 0.70 V 0.70 V 3.00 A 0.50 0.50 0.50 0.50 2.40





0.70 6.30 0.15

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5.00 0.15

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2.80

0.15 0.15 6.50

2.90

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2.90 0.70 0.70

6.30

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9.60

0.70

0.15 0.15 6.00 5.40 0.15

2.80 6.40 5.30 5.50

2.60

0.50

0.60

0.50 0.70 ▼ 3.00 ▲ 0.50

177.30



Neo Set





207.50 204.75 ▼ 202.25

Neo Set Booster Box			36.75	394.25 ▼	
Booster Pack	More	240	7.40	6.80▼	6.10
CARD NAME T' 25 Pikachu	L	Ç	0.25	R MEDIAN 0.25	0.10
35 Clefairy	C	Ŭ	1.00	0.70	0.50
43 Oddish	G	C	0.25	0.25	0.10
44 Gloom 79 Slowpoke	G P	C	1.00	0.70 0.25	0.50 0.10
95 Onix	F	C	0.25	0.25	0.10
116 Horsea	W		0.25	0.25 0.70 0.70	0.10
117 Seadra 125 Electabuzz	W	U	1.00	0.70	0.50 0.50
126 Magmar	FR	U	1.00	0.70	0.50
152 Chikoreeta	G	C	0.25	0.25	0.10 0.50
153 Bayleaf 154 Meganium	G	Н	7.50	6.80 ▼	
155 Cyndaquil	FR	C	0.25	0.25	0.10
156 Quilava	FR FR	U	1.00	0.70 6.90	0.50 6.00
157 Typhlosion 158 Totodile	W	C	7.20 0.25	0.25	0.10
159 Croconaw	W	U	1.00	0.70	0.50
160 Feraligatr 161 Sentret	W	H	7.20 0.25	6.90 0.25	6.00 0.10
162 Furret	C	U	1.00	0.70	0.50
163 Hoot Hoot	C	C	0.25	0.25	0.10
164 Noctowl 165 Ledyba	G	C	1.00 0.25	0.70 0.25	0.50 0.10
166 Ledian	G	U	1.00	0.70	0.50
167 Spinarak	G	C	0.25	0.25	0.10
168 Ariados 170 Chinchou	G	U	1.00	0.70 0.25	0.50 0.10
171 Lanturn	L	U	1.00	0.70	0.50
172 Pichu	C	H R	8.70 5.00	7.50 A 3.90 A	
173 Cleffa 175 Togepi	C	Ü	1.00	0.90	0.50
175 Togepi 176 Togetic 177 Xatu 178 Xugo	C	Н	7.50 0.25	6.60 ▼	6.00
177 Xatu	P	C	1.00	0.25 0.70	0.10 0.50
179 Mareep	Ĺ	C	0.25	0.70	0.10
180 Flaaffy	L	U	1.00	0.70	0.50
181 Centerity 182 Bellossom	G	Н	7.50 7.50	6.00	5.70 6.00
183 Marill	W	C	0.25	0.25	0.10
184 Azumarill	W	Н	7.80	6.00	6.00
185 Sudowoodo 187 Hoppip	F	C	0.25 0.25	0.25 0.25	0.10 0.10
188 Skiploom	G	Ü	1.00	0.70	0.50
189 Jumpluff	G	Н	6.40	6.00	6.00
190 Aipom 191 Sunkern	C	C	1.00	0.70 0.25	0.50 0.10
192 Sunflora	G	U	1.00	0.80	0.50
194 Ampharos	W	C	0.25	0.25 0.70	0.10
195 Quagsire 198 Murkrow	W	R	1.00	3.00	0.50 2.60
199 Slowking	P	Н	7.00	6.00	6.00
203 Girafarig 207 Gligar	P	C	0.25 0.25	0.25 0.25	0.10 0.10
208 Steelix	S	Н	6.30	6.00	6.00
209 Snubbull	C	C	0.25	0.25	0.10
210 Granbull 213 Shuckle	C	Ü	1.00	0.70 0.25	0.50 0.10
214 Heracross	G	Н	6.40	6.00	6.00
215 Misdreavus	D	R	4.80	3.00	2.70
220 Swinub 221 Torvado	W	C	0.25	0.25 0.70	0.10 0.50
226 Mantine	W	С	0.25	0.25	0.10
227 Wooper	S	Н	6.40	6.00	6.00
230 Kingdra 231 Phanpy	W	Н	6.40 1.00	6.00 0.50	6.00 0.50
232 Donphan	F	R	4.80	3.00	3.00
234 Stantler 239 Elekid	C	CR	0.25 4.80	0.25 3.00	0.10 2.70
240 Magby	FR	R	5.00	3.00	2.60
241 Miltank	C	U	1.00	0.80	0.50
249 Lugia Card Flip Game	C	H U	12.75	9.70 ▼ 0.50	7.80 0.50
Dark Energy	E	R	4.30	3.60 ▼	2.90
Double Switch	Ţ	C R	0.25	0.25 🔻	
Ecologym Energy Charge	T	R	5.00 4.80	3.00 ▲	2.00
Gold Nut	T	U	1.00	2.50 ▲ 0.70 ▼	
Kiai Head Band Kurumi	T	R R	4.90 4.80	3.00 ▲	2.00 2.00
Masaki's Transportation Machine		Ü	1.00	2.50 ▲ 0.70 ▼	0.50
Miracle Nut	T	U	1.00	0.50 ▼	0.50
Moo Moo Milk New Pokémon Illustrated Book	T	C	0.25 1.00	0.25 v 0.50 a	0.10
Nut	T	С	0.25	0.25 ▼	0.10
Pokémon Gear Pokémon March	T	R	4.80 0.25	2.50 A 0.25 V	
Pokémon March Professor Utsugi	ť	U	1.00	0.25	
Recycle Energy	Ε	R	4.60	3.70 ▼	2.90
Slot Game Steel Energy	TE	R H	4.80 6.00	2.50 A 6.00	2.00 5.00
Super Energy Collection	T	R	4.80	2.80 🛦	2.30
Super Pokémon Collection	T	U	1.00	0.50	0.50
Terrific Fishing Pole Time Capsule	T	C R	0.25 4.80	0.25 2.50 A	0.10
Tower of Madatsubomi	Ť	U	1.00	0.50	0.50
Total		2	35.35	181.30	154.70



Pokémon





Neo 2 55 Cards



CARD NAME	TYPERAR UPPER	MEDIAN	LOWER
Booster Pack	6.90	5.70 ▼	5.40
Booster Box	332.50	320.00	320.00
Neo 2 Set	161.25	160.75 ▼	160.50

Booster Pack			6.90	5.70▼	5.40
CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
10 Caterpie	G	C	0.25	0.25	0.10
11 Metapod	G	U	1.00	0.90	0.50
12 Butterfree	G	Н	7.70	6.30 y	5.80
13 Weedle	G	C	0.25	0.25	0.10
14 Kakuna	G	U	1.00	0.90	0.50
15 Beedrill	G	Н	7.70	6.30 ₹	5.80
26 Raichu	L	Н	8.30	7.70▼	6.00
60 Poliwag	W	C	0.25	0.25	0.10
61 Poliwhirl	W	U	1.00	0.90	0.50
62 Poliwrath	F	Н	7.70	6.90 V	6.00
81 Magnemite	G	U	7.70	6.70▲ 0.90	5.80
123 Scyther 133 Eevee	C	U	1.00	0.90	0.50 0.50
138 Omanyte	F	C	0.25	0.30	0.10
139 Omastar	F	Ü	1.00	0.20	0.50
140 Kabuto	W	C	0.25	0.30	0.10
141 Kabutops	W	H	7.70	6.70	6.00
161 Sentret	C	C	0.25	0.25	0.10
167 Spinarak	G	Č	0.25	0.25	0.10
174 lgglybuff	C	Ŭ	1.00	0.90	0.50
177 Xatu	P	C	0.25	0.25	0.10
178 Xogo	P	U	1.00	0.90	0.50
179 Mareep	L	C	0.25	0.25	0.10
186 Politoed	W	Н	7.70	6.90	6.40
187 Hoppip	G	C	0.25	0.25	0.10
193 Dunsparce	G	Н	8.00	7.50	6.80
194 Ampharos	W	C	0.25	0.25	0.10
196 Espeon	P	Н	8.40	7.90	7.40
197 Umbreon	D	H	8.90	8.00	7.60
201 Unown D	P	U	1.00	0.90	0.50
201 Unown F 201 Unown M	P	U	1.00	0.90	0.50 0.50
201 Unown U	P	U	1.00	0.90	0.50
201 Unown A	P	Н	8.10	7.90	6.00
202 Sonansu	P	H	8.30	7.90	6.00
204 Skarmory	G	C	0.25	0.25	0.10
205 Forrestress	S	H	7.70	6.80 V	6.00
206 Duglari	C	C	0.25	0.25	0.10
212 Scizor	S	Н	9.00	7.90	6.80
216 Himeguma	C	C	0.25	0.25	0.10
217 Ursaring	C	Н	8.00	7.30 ▼	6.00
222 Corsola	W	U	1.00	0.90	0.50
228 Houndour	D	U	1.00	0.90	0.50
228 Houndour	FR	Н	8.70	7.90	6.00
229 Houndoom	D	Н	9.10	7.90	6.80
235 Ebeagle	C	Н	8.10	7.90	6.00
236 Baruki	F	C	0.25	0.25	0.10
237 Hitmontop 246 Tarvitar	F	С	8.10 0.25	6.90 0.25	6.00 0.10
247 Pupitar	F	Ü	1.00	0.25	0.10
248 Tyranitar	D		11.50	7.90	7.00
Egg Fossil	Ť	Ü	1.00	0.50	0.50
Energy Ark	Ť	Č	0.25	0.25	0.10
Hyper Devolution Spray	Ť	Ŭ	1.00	0.50	0.50
Stone Board Remains (2 vers		Ŭ	1.00	0.50	0.50
Total		1	88.65	166.45	136.90



Neo 3 55 Cards



	error abraham anno		
Neo 3 Set	308.75	299.25▼	289.50
Booster Box	268.75	267.50 V	266.25
Booster Pack	7.60	7.10▼	6.60
CARD NAME	TYPERAR UPPER	MEDIAN	LOWER
26 Raichu	L U 1.00	1.00	0.80

Booster Box Booster Pack	268.75 267.50 ▼ 266.25 7.60 7.10 ▼ 6.60
CARD NAME	TYPERAR UPPER MEDIAN LOWER
26 Raichu	L U 1.00 1.00 0.80
41 Zubat	G C 0.30 0.25 0.10
42 Golbat	G U 1.00 1.00 0.80

46 Paras	G	C	0.30	0.25	0.10
47 Parasect	G	U	1.00	1.00	0.8
74 Geodude	F	C	0.30	0.25	0.10
75 Graveler	F	Ŭ	1.00	1.00	0.8
82 Magneton	M	Н	8.30	7.80 7	6.8
83 Farfetch'd	C	C	0.30	0.25	0.10
118 Goldeen	W	C	0.30	0.25	0.10
119 Seaking	W	U	1.00	1.00	0.8
120 Staryu	W	C	0.30	0.25	0.1
121 Starmie	P	Н	8.10	7.70	6.0
124 Jynx	W	U	1.00	1.00	0.8
129 Shining Magikarp	W	HRI	120.50	18.75 V	
120 Chining Wagikarp					
130 Shining Gyarados	W		121.50	18.75	17.0
142 Aerodactyl	F	Н	8.30	7.90	7.2
169 Crobat	G	Н	8.30	7.90	7.2
170 Chinchou	L	C	0.30	0.25	0.1
171 Lanturn	L	U	1.00	1.00	0.8
180 Flaaffy	L	Ū	1.00	1.00	0.8
181 Ampharos	L	Н	8.50	7.70 7	6.0
188 Skiploom	G	C	0.30	0.25	0.10
189 Jumpluff	Ğ	H	8.00	7.70	
190 Aipom	C	С	0.30	0.25	0.10
198 Murkrow	D	C	0.30	0.25	0.10
200 Misdreavus	P	H	8.90	7.90	7.0
201 Unown B	P	U	1.00	1.00	0.80
201 Unown K	P	C	0.30	0.25	0.10
209 Snubbull	M	Č	0.30	0.25	0.10
211 Quilfish	W	C	0.30	0.25	0.10
213 Shuckle	F	U	1.00	1.00	0.80
218 Slugma	FR	Č	0.30	0.25	0.10
219 Magcargo	FR	U	1.00	1.00	0.80
220 Swinub	F	C	0.30	0.25	0.10
221 Piloswine	F	Ŭ	1.00	1.00	0.80
223 Remoraid	W	C	0.30	0.25	0.10
224 Octillery	W	U	1.00	1.00	0.80
225 Delibird	M	H	8.70	7.90	7.00
229 Houndoom	D	Н	9.90	8.00	7.90
233 Porygon 2	C	Н	8.20	7.90	7.20
234 Stantler	C	Ü	1.00	1.00	0.80
238 Smoochum	P	С	0.30	0.25	0.10
242 Blissey	C	Н	9.60	7.80 V	7.00
243 Raikou	Ĺ	н	9.90	8.00	7.90
244 Entei	FR		10.50	8.00	7.90
245 Suicune	W	Н	9.30	8.00	7.90
250 Ho-oh	FR		13.75	12.00	8.00
251 Celebi	P	Н	9.20	8.00	7.9
Fruit of the Balloon	T	U	1.00	1.00	0.9
Healing Green Field	Ť	Ŭ	1.00	1.00	0.9
Pokémon Business Couple	T	U	1.00	1.00	0.80
Rocket Hideout	T	U	1.00	1.00	0.8
	Ť	C		0.25	0.10
Worn Out Fishing Pole	1		0.30		
Total		2	12.85	190.20	165.3
		400			



Neo 4 111 Cards



PP-OTT	i i i Garus	
Neo 4 Set Booster Box Booster Pack		239.50 ¥ 217.25 246.25 ¥ 194.50 8.00 7.90
CARD NAME	TYPERAR UPPER	MEDIAN LOWER
6 Shining Charizard	FR UR 27.50	21.00 19.00
26 Shining Raichu	L UR 28.25	18.00▼ 16.00
37 Vulpix	FR C 0.30	0.25 0.10
38 Light Growlithe	FR U 1.00	1.00 0.80
39 Jigglypuff	C C 0.30	0.25 0.10
40 Light Wigglytuff	C U 1.00	1.00 0.80
40 Dark Wigglytuff	C U 1.00	1.00 0.80
48 Venonat	G C 0.30	0.25 0.10
49 Light Venomoth	G U 1.00	1.00 0.80
54 Psyduck	W C 0.30 W U 1.00	0.25 0.10
55 Light Golduck 58 Growlithe	W U 1.00 FR C 0.30	1.00 0.80 0.25 0.10
59 Light Arcanine	FR H 9.10	7.90 V 6.80
66 Machop	F C 0.30	0.25 0.10
67 Light Machoke	F U 1.00	1.00 0.80
68 Light Machamp	F R 4.10	3.00 3.00
80 Light Slowbro	P U 1.00	1.00 0.80
86 Seel	W C 0.30	0.25 0.10
87 Light Dewgong	W U 1.00	1.00 0.80
92 Gastly	P C 0.30	0.25 0.10
93 Dark Haunter	P U 1.00	1.00 0.80
94 Dark Gengar	P H 8.30	7.70▼ 6.50
102 Exeggcute	P C 0.30	0.25 0.10
103 Dark Exeggutor 106 Hitmonlee	P U 1.00	1.00 0.80
107 Hitmonchan	F U 1.00 F C 0.30	1.00 0.80 0.25 0.10
113 Chansev	G U 1.00	1.00 0.80
123 Scyther	G U 1.00	1.00 0.80
134 Light Vaporeon	W U 1.00	1.00 0.80
135 Light Jolteon	L U 1.00	1.00 0.80
136 Light Flareon	FR U 1.00	1.00 0.80
137 Porygon	C C 0.30	0.25 0.10
138 Dark Omanyte	W U 1.00	1.00 0.80
139 Dark Omastar	W R 4.10	3.00 3.00
141 Shining Kabutops	F UR 21.75	18.00▼ 16.00
147 Dratini 148 Light Dragonair	C C 0.30	0.25 0.10
149 Light Dragonite	C R 4.10 C H 9.10	3.00 3.00 7.90 7 6.80
150 Shining Mewtwo	P UR 19.25	18.00 ¥ 18.00
151 Shining Mew	P PR 19.00	18.00 ¥ 16.50
155 Cyndaguil	FR C 0.30	0.25 0.10
156 Dark Quilava	FR U 1.00	1.00 0.80
		5.00

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157 Dark Typhlosion	FR	H 11.00	7.90▼	6.80
158 Totodile	W			
		C 0.30	0.25	0.10
159 Dark Croconaw	W	U 1.00	1.00	0.80
160 Dark Feraligatr	W	H 11.00	7.90 ▼	6.80
164 Shining Noctowl	C	UR 20.75	18.00 ₹	16.00
165 Ledyba	G	C 0.30	0.25	0.10
166 Light Ledian	G	R 4.10	3.00	3.00
168 Dark Ariados	G	R 4.10	3.00	3.00
169 Dark Crobat	G	H 8.30	7.70 ▼	6.80
171 Light Lanturn	L	R 4.10	3.00	3.00
175 Togepi				
	C	C 0.40	0.25	0.10
176 Light Togetic	C	H 10.25	7.90 ▼	7.00
179 Mareep	L	C 0.30	0.25	0.10
180 Dark Flaaffy	L	U 1.00	1.00	0.80
181 Dark Centerity	Ĺ	H 9.60	7.90▼	6.80
104 Light Ammorill				
184 Light Azumarill	W	H 10.25	7.90▼	7.00
191 Sunkern	G	C 0.30	0.25	0.10
192 Light Sunflora	G	C 0.30	0.25	0.10
196 Dark Espeon	Р	H 10.00	7.90 ▼	7.00
201 Unown C	P			
			1.00	0.80
201 Unown G	P	R 4.10	3.30 3.30	3.00
201 Unown H	Р	R 4.10	3.30	3.00
201 Unown L	P	C 0.30	0.25	0.10
201 Unown P	P	U 1.00	1.00	0.80
201 Unown Q	P	U 1.00	1.00	0.80
201 Unown S	Р	C 0.30	0.25	0.10
201 Unown T	Р	C 0.30	0.25	0.10
201 Unown V	Р	C 0.30	0.25	0.10
201 Unown W	P			
			3.30	3.00
201 Unown X	P	R 4.10	3.30	3.00
201 Unown Z	P	U 1.00	1.00	0.80
203 Girafarig	C	C 0.30	0.25	0.10
204 Skarmory	G	C 0.30	0.25	0.10
205 Dark Forrestress	G	U 1.00	1.00	0.80
207 Gligar	F	C 0.30	0.25	0.10
208 Shining Steelix	M	UR 23.75	18.00 ▼	16.00
212 Dark Scizor	C	H 9.60	7.90▼	7.00
214 Herācross	G	U 1.00	1.00	0.80
217 Dark Ursaring	C	R 4.10	3.30	3.00
	FR	C 0.30	0.25	0.10
220 Swinub	W	C 0.30	0.25	0.10
223 Remoraid	W	C 0.30	0.25	0.10
224 Dark Octillery	W	U 1.00	1.00	
				0.80
226 Mantine	W	C 0.30	0.25	0.10
228 Houndour	D	C 0.40	0.25	0.10
229 Dark Houndoom	FR	H 10.50	7.90▼	6.80
231 Phanpy	F	C 0.30	0.25	0.10
232 Dark Donphan	F	H 8.50		
			7.70 ▼	6.80
233 Dark Porygon 2	C	H 8.30	7.70▼	6.80
246 Tarvitar	F	C 0.30	0.25	0.10
247 Dark Pupitar	F	U 1.00	1.00	0.80
248 Dark Tyranitar	F	H 9.80	7.70 ▼	7.00
248 Shining Tyranitar	D	UR 24.50	20.50▼	
240 Olilling Tylanital		UR 24.50		16.50
251 Shining Selebi	G	UR 23.50 C 0.30	19.50▼ 0.15	17.25
Bill's Email	T	C 0.30	0.15	0.10
Counterattack Claw	T	U 1.00	0.90	0.50
Energy Amplifier	Ť	U 1.00	0.90	0.50
Energy Stadium	S	U 1.00	0.90	0.50
General Healing Powder	T	C 0.30	0.15	0.10
Imposter Oak's Invention	T	R 3.70	3.00	3.00
Lucky Stadium	S	U 1.00	0.90	0.50
Miracle Energy	Ĕ	H 7.70	7.20	7.00
Mustorious Flortrio Man Machine				
Mysterious Electric Wave Machine	Ţ	R 3.90	3.20	3.00
Pokémon Character Judge	T	U 1.00	0.90	0.50
Radio Tower	S	R 4.10	3.00	3.00
Rocket's Secret Action	Т	U 1.00	0.90	0.50
Rock Stadium	s	R 4.10	3.30	3.00
Scope	Ţ	U 1.00	0.90	0.50
Study Helmet	T	R 4.10	3.30	3.00
Total		470.25	386.85	338.35



Promo Cards

SOUTHERN ISLANO (palm tree ico	n)UPPER	MEDIAN	LOWER
Southern Island Set in binder	38.00	38.00 ▲	38.00
Southern Island Set	35.75	33.25 ▲	31.00
Beach set of 3	6.20		
Slowking (Yadoking)		4.00 ▲	3.80
Wartortle	2.40		1.50
Exeggutor	2.40		1.50
Field of Flowers set of 3	7.90		
Ledyba (Rediba)	4.40		3.50
Butterfree	2.00		1.50
Jigglypuff	2.00		1.50
Jungle set of 3	7.90		
Vileplume	4.00		3.90
Primeape	2.00		1.50
Lickitung	2.00		
Riverside set of 3	14.25		
Togepi Ivvsaur	7.80		
Raticate	2.40 1.70		
Sea set of 3	8.90		
Marrill	8.30		
Tentacruel	2.20		1.50
Lapras	2.20	2.00	1.50
Sky set of 3	13.75		
Pidgeot	2.40		1.50
Onix	2.20		1.50
Mew	10.50	9.50 ▼	8.80
	. 0.00	0.00 1	0.00

JUMBO VENDING (Pokébali Icons)UPPERMEC	HAN LOW	ER
Jumbo 1 Complete Set 34.50	34.25 ▲	33.75
Jumbo 2 Complete Set (3 cds/pg) 59.25	58.50▲	57.75
Jumbo 3 Set (4 cds/pg) 44.50	44.00 ▲	43.25
Jumbo promo sheet (00 no. on back) 39.50	39.00 ▼	38.50
Pikachu R 9.90	9.80 🛦	9.60
Mewtwo R 9.10	8.80 🛦	8.40
Mew R 10.50	9.70 ▲	8.90
Jumbo 1 sheet unpeeled 5.40	5.00	5.00
Jumbo 2 sheet unpeeled 5.40	5.00	5.00
Jumbo 3 sheet unpeeled 5.40	5.00	5.00
Jumbo common card 2.60	2.40	2.20
Jumbo uncommon card 3.70	3.40	3.10
OTHER PROMO SETS/PACKAGES UPPERMEDIA	AN LOW	/ER
ANA Promo folder 1998 39.50	39.00▼	38.50
ANA Promo folder #1 1999 42.00	41.50▼	40.75

ournoo uncommon caru	3.70	3.40	3.10
OTHER PROMO SETS/PACKAGES UPPE	RMEDI	AN LOW	/ER
ANA Promo folder 1998	39.50	39.00▼	38.50
ANA Promo folder #1 1999	42.00	41.50▼	40.75
ANA Promo folder #2 1999	56.50	56.00▼	55.50
CD single w/Lapras Misty Trainer	11.75	11.75 ▲	11.50
CD single w/Meowth	9.10	8.80♥	8.40
Neo Premium File (9 cards)	13.25	11.50 ▼	10.75
Neo 2 Premium File (9 cards)	9.70	8.00	7.50
Neo 3 Premium File (9 cards)	14.50	14.25 ▼	12.25
Neo two-card promo Dark set	7.90	7.80 ▼	7.70
Pikachu CD w/10 cards sealed	42.00	41.50 ▲	40.75
Promo Card Intropack sealed (w/video)	29.75	29.25 ▼	29.00
Promo Card Intropack sealed (82 cds)	52.50	51.50 ▲	50.75
Quick Starter Set (Red & Green decks)	42.00	41.50	40.75
PROMO SINGLES	UPPER	MEDIAN	LOWER

Venusaur (lightning icon) H 12.25 12.25 12.20 12.00 Charizard (lightning icon) H 24.75 23.75 23.00 18.25 23.00 15.00	nacina ob wito caras sealeu		42.00	41.50	40.75
Quick Starler Set (Red & Green decks) 42.00 41.50 40.75 PROMO SINGLES UPPER MEDIAN LOWER Venusaur (lightning icon) H 12.25 12.25 12.00 Charizard (lightning icon) H 12.25 12.02 15.00 15.00 Blastolise (lightning icon) H 12.25 15.00 15.00 15.00 Birthday Pikachu H 20.77 202.00 19.00 Birthday Pikachu w(ralendar H 19.77 182.00 186.00 Surfing Pikachu (w/plane) 142.00 141.25 140.75 Plying Pikachu (w/plane) 142.00 141.25 140.75 Plying Pikachu 142.00 141.25 140.75					
Venusaur (lightning icon)	Promo Card Intropack sealed (82 c	ds)		51.50 ▲	50.75
Venusaur (lightning icon) H 12.25 12.25 12.20 12.00 Charizard (lightning icon) H 24.75 23.75 23.00 18.25 23.00 15.00	Quick Starter Set (Red & Green ded	ks)	42.00	41.50	40.75
Charizard (lightning icon) H 24,75 23,75 23.00 15.00 14.25 14.00 14.25 14.00 14.25 14.00 14.25 14.07 15.00 15.	PROMO SINGLES		UPPER	MEDIAN	LOWER
Blastoise (lightning icon) H 15.25 15.00 15.00 30.00 30.25	Venusaur (lightning icon)	Н	12.25	12.25▼	12.00
Blastoise (lightning icon) H 15.25 15.00 15.00 30.00 30.25	Charizard (lightning icon)	Н	24.75	23.75▼	23.00
Pikachu (leaves in background)		Н			
Birthday Pikachu Wcalendar H 207.75 202.00					
Birthday Pikachu w/calendar H 197.75 182.00 166.00 Surfing Pikachu (w/mountain) 142.00 141.25 140.75 142.00 141.25 140.75 142.00 141.25 140.75 142.00 141.25 140.75 140.00 141.25 140.75 140.00 141.25 140.75 140.00 141.25 140.75 140.00 141.25 140.75 140.00 141.25 140.75 140.00 141.25 140.75 140.00 141.25 140.75 140.00 141.25 140.75 140.00 141.25 140.75 140.00 141.25 140.75 140.00 1		Н			
Surfing Pikachu (w/mountain) Surfing Pikachu (w/glane) Flying Pikachu (w/glane) Flying Pikachu (w/glane) Flying Pikachu (m/glane) Flying Pikachu Flying Pikachu 142.00 141.25 Å 140.75 Flying Pikachu 142.00 141.25 Å 140.75 Flying Pikachu 19.75 19.50 Å 19.25 Flying Pikachu 19.75 19.50 Å 19.25 Floraghia (marea icon) Florag					
Surfing Pikachu 142.00 141.25 140.75 Flying Pikachu 17.57 17.50 17.25 Giovanni's Nidoking (Gym Ldrs. 2) 13.75 13.75 Jakacama (Jumbo 3 mail-in) H 11.75 11.75 11.50 Gelma (Jumbo 3 mail-in) H 11.75 11.75 11.50 Gengar (Jumbo 3 mail-in) H 18.00 8.80 8.70 Kangaskhan (transparent Pokébal) H 8.90 8.80 8.80 8.70 Kangaskhan (transparent Pokébal) H 8.90 8.80 8.70 Kangas					
Flying Pikachu (w/plane)					
Flying Pikachu					
Flying Pikachu 19.75 19.50 19.25 Pikachu Snap (camera icon) 17.75 17.50 17.25 Giovanni's Nidoking (Gym Ldrs. 2) 13.75 13.75 13.75 13.75 Alakazam (Jumbo 3 mail-in) H 11.75 11.75 11.50 Golem (Jumbo 3 mail-in) H 11.75 11.75 11.50 Gengar (Jumbo 3 mail-in) H 11.75 11.75 11.50 Kangaskhar (transparent Pokebal) H 8.90 8.70 Kangaskhar (transparent Pokebal) H 8.80 8.70 Kangaskhar (transparent Pokebal) H 8.80 8.70 Kangaskhar (transparent Pokebal) H 8.80 8.70 \$.30 Cool Porygon (Né4 promo) H 8.30 6.70 \$.50 Dragonite (Game Boy) H 4.80 4.80 4.40 Pragonite (MAP Promo) H 4.50 4.70 \$.50 Mew (on lliyad) H 4.50 4.75 \$.50 Mezanium (Neo Premium File) <t< td=""><td></td><td></td><td></td><td></td><td></td></t<>					
Pikachu Shag (camera icon) 17.55 17.50 17.50 Giovanni's Nidoking (Gym Ldrs. 2) 13.75 13.75 13.75 13.50 Alakazam (Jumbo 3 mail-in) H 11.75 11.75 11.50					
Signature Sign					
Alakazam (Jumbo 3 mail-in) H 11.75 11.75 11.50 Gollem (Jumbo 3 mail-in) H 11.75 11.75 11.50 Gengar (Jumbo 3 mail-in) H 11.75 11.75 11.50 Gengar (Jumbo 3 mail-in) H 10.75 11.75 11.50 Gengar (Jumbo 3 mail-in) H 8.90 8.80 8.70 Kangaskan (Iransparent Poteball 8.90 8.80 8.70 Gol Porygon (N64 promo) H 10.75 10.00 9.80 Omastar (Jumbo 3 mail-in) H 8.30 6.70 5.30 Gluttonous Snorlax (N64) H 8.30 6.70 5.30 Gluttonous Snorlax (N64) H 8.30 6.70 5.30 Dragonite (Game Boy) H 4.90 4.80 4.40 Mew (on Illypad) H 45.75 43.75 86.75 Ancient Egypt Mew - glitter H 52.00 56.00 53.00 Ancient Egypt Mew - sparkie H 45.75 43.75 86.75 Meganium (Neo Premium File) H 6.80 6.70 5.80 Marifi (Neo, glossy) 8.30 6.70 5.80 Marifi (Neo, glossy) 8.30 6.70 4.80 3.90 Marifi (Neo, glossy) 8.30 6.70 4.80 3.90 Steekix (Neo fan club mag) H 8.90 8.80 8.70 Scizor (Neo 2, glossy) 4.00 3.90 3.90 Author (Neo, glossy) 4.00 3.90 Author (Neo, gloss		2)			
Machamp (Jumbo 3 mail-in) H 11.75 11.75 11.75 Gelem (Jumbo 3 mail-in) H 11.75 11.75 11.50 Gengar (Jumbo 3 mail-in) H 8.90 8.80 8.70 Kangaskhan (transparent Poleball) H 8.90 8.80 8.70 Cool Porygon (N64 promo) H 1.07 10.00 9.80 Omastar (Jumbo 3 mail-in) H 4.90 4.80 7.00 5.30 Gluttonous Snorlax (N64) H 8.30 6.70 5.30 5.00 7.00					
Golem (Jumbo 3 mail-in)					
Gengar (Jumbo 3 mail-ir) H 8.90 8.80 v 8.70 Kangaskhan (transparent Pokeball) H 1.90 1.80 v 8.70 Cool Porygon (N64 promo) H 1.075 1.000 9.80 Omastar (Jumbo 3 mail-in) H 1.075 1.000 9.80 Giluthonous Snorlax (N64) H 8.30 6.70 v 5.30 Dragonite (Game Boy) H 4.80 4.70 v 5.30 Dragonite (Game Boy) H 4.80 4.40 v 4.82 v Ancient Egypt Mew - glitter H 252.00 56.00 a 53.00 Ancient Egypt Mew - sparkle H 4.575 43.75 v 36.75 v 5.80 Meganium (Neo Premium File) H 6.80 6.70 v 5.80 5.70 v 5.80 Togepi (Neo, glossy) B 4.80 v 3.30 3.00 3.00 3.00 Maril (Neo, glossy) B 5.40 4.80 v 3.80 70 v 4.80 Murkrow (Neo, glossy) H 9.90 <		Н	11.75		
Rangaskian (transparent Poleball)		Н			
Cool Porygon (N64 promo) H 10,75 10,00 9.80 Omastar (Jumbo 3 mail-in) H 8.30 6,70 v 5,30 Gluttonous Snorlax (N64) H 8.30 6,70 v 5,30 Dragonite (Game Boy) H 4.80 4,80 v 4.40 Dragonite (MAP Promo) H 2,50 10,00 7,00 Mew (on lliypad) 44.50 44.00 v 43.25 Ancient Egypt Mew - glitter H 45,70 66.00 a 53.00 Ancient Egypt Mew - sparkle H 45,75 43,75 v 86,75 v 5.80 Meganium (Neo Premium File) H 6,80 6,70 v 5.80 Frealigiatr (Neo Premium File) H 6,80 6,70 v 5.80 Cleffa (Neo) 5,40 4,80 v 3.90 Cleffa (Neo) 5,40 4,80 v 3.90 Marili (Neo, glossy) 8,30 5,70 v 4.40 Steekix (Neo fan club mag) H 9,90 9,80 v 9,8		Н			
Omastar (Jumbo S mail-in) H 8.30 6,70 v 5.20 Dragonite (Game Boy) H 4.80 4.80 v 4.40 Dragonite (Game Boy) H 4.90 4.40 v 4.80 v 4.40 Dragonite (Game Boy) H 4.50 4.40 v 4.80 v 4.40 v 4.82 v Mew (on lilypad) H 4.50 4.40 v 4.25 v 5.00 k <		Н			
Gluthonous Snorlax (N64) H 8.30 6.70 ▼ 5.30 Dragonite (GAme Boy) H 4.90 4.80 ▼ 4.40 Dragonite (ANA Promo) 12.25 10.00 7.00 Mew (on liliypad) 4.45.0 44.50 44.00 ▼ 43.25 Ancient Egypt Mew - sparkle Meganium (Neo Premium File) H 6.80 6.70 ▼ 5.80 Feraligatr (Neo Premium File) H 6.80 6.70 ▼ 5.80 Feraligatr (Neo Premium File) H 6.80 6.70 ▼ 5.80 Feraligatr (Neo Premium File) H 6.80 6.70 ▼ 5.80 Gleffa (Neo) 5.40 4.80 ▼ 3.90 Gloeffa (Neo) 5.40 4.80 ▼ 3.90 Markrow (Neo, glossy) 8.30 6.70 ▼ 4.40 Marill (Neo, glossy) 4.80 ▼ 3.90 Steekix (Neo fan club mag) H 9.90 \$.80 ▼ 3.70 Steekix (Neo fan club mag) H 9.90 \$.80 ▼ 3.70 Steekix (Neo fan club mag) B.80 ▼ 3.70		Н	8.30		
Dragonite (Game Boy) H 4.90 4.80 ▼ 4.40 Dragonite (ANA Promo) 12.25 10.00 7.00 Mew (on Iliypad) 44.50 44.00 ▼ 43.50 Ancient Egypt Mew - glitter H 252.00 56.00 ▲ 53.00 Ancient Egypt Mew - sparkle H 45.75 43.75 ▼ 36.70 5.80 Reganium (Neo Premium File) H 6.80 6.70 ▼ 5.80 Typhlosion (Neo Premium File) H 6.80 6.70 ▼ 5.80 Feraligatr (Neo Premium File) H 6.80 6.70 ▼ 5.80 Inceffa (Neo) 5.40 4.80 ▼ 3.00 Togepi (Neo, glossy) 8.30 6.70 ▼ 4.80 ▼ Murkrow (Neo, glossy) 6.90 5.70 ▼ 4.80 ▼ Slowking (Neo) H 9.90 9.80 ▼ 9.60 Steleix (Neo fan club mag) H 8.80 ▼ 8.70 Scizor (Neo 2, glossy) 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 <td></td> <td>Н</td> <td>8.30</td> <td>6.70 V</td> <td></td>		Н	8.30	6.70 V	
Dragonite (ANA Promo) 12.25 10.00 7.00 Mew (on lilypad) 44.50 44.00 43.25 Ancient Egypt Mew - glitter H 252.00 56.00 53.00 Ancient Egypt Mew - sparkle H 45.75 43.75 36.75 Meganium (Neo Premium File) H 6.80 6.70 5.80 Fratilgatr (Neo Premium File) H 6.80 6.70 5.80 Fratilgatr (Neo) 5.00 4.80 3.00 Togepi (Neo, glossy) 8.30 6.70 4.80 Marilt (Neo, glossy) 6.90 5.70 4.40 Murkrow (Neo, glossy) 6.90 5.70 4.40 Slowking (Neo) H 9.90 9.80 9.70 Stebix (Neo fan club map) H 9.90 8.80 8.70 Scizor (Neo 2, glossy) 4.00 3.90 2.90 Dark Energy (Neo, glossy) 4.00 3.90 3.90		Н	4.90		
Mew (on lilypad) 44,50 44,00 43,25 Ancient Egypt Mew - sparkle H 45,20 56,00 \$3,00 Meganium (Neo Premium File) H 45,75 43,75 36,75 36,75 36,70 \$3,00 Typhiosion (Neo Premium File) H 6,80 6,70 \$5,80 5,70 \$5,80 Feraligatr (Neo Premium File) H 6,80 6,70 \$5,00 \$5,40 4,80 3,90 Cleffa (Neo) 5,40 4,80 3,90 3,90 3,90 3,90 3,90 Marili (Neo, glossy) 5,40 4,80 3,90 4,40 4,80 3,90			12.25	10.00	7.00
Ancient Egypt Mew - glitter Ancient Egypt Mew - sparkle Ancient Ancient Mew - sparkle Ancient Mew - sparkle Ancient Mew - sparkl					
Ancient Egypt New - sparkle Meganium (Neo Premium File) H 6.80 6.70 5.80 (7.70 5.80 17.70		Н	252.00	56.00 ▲	53.00
Meganiumi (Neo Premium File) H 6.80 6.70 v 5.80 Typhiosion (Neo Premium File) H 6.80 6.70 v 5.80 Feraligatr (Neo Premium File) H 6.80 6.70 v 5.80 Cleffa (Neo) 5.40 4.80 v 3.90 Otagefi (Neo, glossy) 8.30 6.70 v 4.80 v 3.90 Marili (Neo, glossy) 5.40 4.80 v 3.90 Murkrow (Neo, glossy) 6.90 5.70 v 4.40 Stoeking (Neo) H 9.90 9.80 v 9.60 v Steekin (Neo fan club mag) H 8.80 v 8.70 v 8.70 v Scizor (Neo 2, glossy) 4.00 3.90 3.90 v 3.90 v 3.90 v Dark Energy (Neo, glossy) 4.00 3.90 v 3.90 v 3.90 v 3.90 v		Н			
Typhicsion (Neo Premium File) H 6.80 6.70 v 5.80 Feraligiatr (Neo Premium File) H 6.80 6.70 v 5.80 Cleffa (Neo) 5.40 4.80 v 3.90 Togepi (Neo, glossy) 5.40 4.80 v 3.90 Marlir (Neo, glossy) 6.90 5.70 v 4.80 v Murkrow (Neo, glossy) 6.90 5.70 v 4.90 v Slowking (Neo) H 9.90 9.80 v 9.60 v Steelix (Neo fan club mag) H 8.90 8.80 v 8.70 v Scizor (Neo 2, glossy) 3.00 2.90 v 2.90 v Dark Energy (Neo, glossy) 4.00 3.90 v 3.90 v		Н	6.80	6.70▼	5.80
Fratilgatr (Neo Premium File) H 6.80 6.70 5.80 (Loffa (Neo) 5.40 4.80 3.90 Togepi (Neo, glossy) 8.30 6.70 4.80 3.90 Marill (Neo, glossy) 5.40 4.80 3.90 Marill (Neo, glossy) 6.90 5.70 4.40 \$1.0		Н	6.80		
Togepi (Neo, glossy) 8.30 6,70 * 4.80 4.80 * 3.90 Marili (Neo, glossy) 5.40 4.80 * 3.90 3.90 Murkrow (Neo, glossy) 6.90 5,70 * 4.40 4.80 * 3.90 3.90 Slowking (Neo H 9.90 9.80 * 9.60 9.60 5.70 * 4.40 4.00 8.90 * 8.70 8.70 8.70 2.90 3.00 2.90 2.90 2.90 2.90 3.90 <td>Feraligatr (Neo Premium File)</td> <td>Н</td> <td></td> <td></td> <td></td>	Feraligatr (Neo Premium File)	Н			
Togepi (Neo, glossy) 8.30 6,70 * 4.80 4.80 * 3.90 Marili (Neo, glossy) 5.40 4.80 * 3.90 3.90 Murkrow (Neo, glossy) 6.90 5,70 * 4.40 4.80 * 3.90 3.90 Slowking (Neo H 9.90 9.80 * 9.60 9.60 5.70 * 4.40 4.00 8.90 * 8.70 8.70 8.70 2.90 3.00 2.90 2.90 2.90 2.90 3.90 <td>Cleffa (Neo)</td> <td></td> <td>5.40</td> <td>4.80▼</td> <td>3.90</td>	Cleffa (Neo)		5.40	4.80▼	3.90
Marill (Neo, glossy) 5.40 4.80 ▼ 3.90 Murkrow (Neo, glossy) 6.90 5.70 ▼ 4.40 Slowking (Neo) H 9.90 9.80 ▼ 9.80 ▼ Steelix (Neo fan club mag) H 8.90 8.80 ▼ 8.70 Scizor (Neo 2, glossy) 3.00 2.90 Dark Energy (Neo, glossy) 4.00 3.90 3.90					
Murkrow (Neo, glossy) 6.90 5.70 ▼ 4.40 Slowking (Neo) H 9.00 9.80 ▼ 9.60 Steelix (Neo fan club mag) H 8.90 8.80 ▼ 8.70 Scizor (Neo 2, glossy) 3.00 3.00 2.90 Dark Energy (Neo, glossy) 4.00 3.90 3.90			5.40		
Slowking (Neo) H 9.90 9.80 ▼ 9.60 Steelix (Neo fan club mag) H 8.90 8.80 ▼ 8.70 Scizor (Neo 2, glossy) 3.00 3.00 2.90 Dark Energy (Neo, glossy) 4.00 3.90 3.90			6.90	5.70 V	
Steelix (Neo fan club mag) H 8.90 8.80▼ 8.70 Scizor (Neo 2, glossy) 3.00 3.00 2.90 Dark Energy (Neo, glossy) 4.00 3.90 3.90		Н			
Scizor (Neo 2, glossy) 3.00 3.00 2.90 Dark Energy (Neo, glossy) 4.00 3.90 3.90	Steelix (Neo fan club mag)				
Dark Energy (Neo, glossy) 4.00 3.90 3.90	Scizor (Neo 2, glossy)				
	Koga's Ninja Gym (Gym Ldrs. 2)		11.75	11.75 ▼	11.50

COLOSSAL PROMO CARDS U	PPERMEDI <i>A</i>	W LOW	ER
Charizard	11.75	11.75 ▼	11.50
Pikachu Summer Holiday	5.90	5.90	5.80
MewTwo's Counterattack	8.90	8.80▼	8.70
Crystal Tower's Entei (movie prom	0) 5.90	5.90	5.80
Girarudan	11.75	11.75▼	11.50
Pichu & Pikachu	9.90	9.80 ♥	9.60
Pikachu/Clefairy/Jigglypuff	5.90	5.90	5.80
Pokémon Park	11.75	11.75 ▼	11.50
Pokémon Valley	11.75	11.75▼	11.50
Zapdos/Articuno/Moltres	11.75	11.75▼	11.50







Mage Knight



REBELLION (160 Figures)		UPPER	MEDIAN	LOWER
Mage Knight Set		763.75	724.25 A	
Mage Knight Ltd. Preview Se	et	820.00	800.00	
Mage Knight Starter Pack Mage Knight Booster Pack		18.50 7.20	18.00 7.00	18.00 7.00
	DAD		MEDIAN	_
Alessi Ost (175)	UR	60.00	40.00 ▼	40.00
Anunub (164)	UR	60.00	60.00	40.00
Byrch (167)	UR	57.75	40.00▼	40.00
Digger Khep (171)	UR UR	59.75	40.00 V	35.00
Djakmaukar (162) Fickett Townley (173)	UR	50.50 57.75	40.00 ▼ 45.00 ▼	35.00 40.00
Goltusep (169)	UR	60.00	45.00 ▼	40.00
Kerraii (170)	UR	55.75	40.00▼	40.00
Khujeret (161) Nessa Nettle (165)	UR UR	60.00 60.00	40.00 ▼ 50.00 ▼	40.00
Oakes (168)	UR	60.00	45.00 ▼	40.00
Ramkare (163)	UR	60.00	45.00 ▼	40.00
Ravarshi (172)	UR	60.00 60.00	45.00 ▼ 45.00 ▼	40.00
Rowan (166) Snow (174)	UR	60.00	45.00 V	40.00
Torengor (176)	UR	60.00	45.00 V	40.00
FIGURE NAME	RANK	RAR UPPE	MEDIAN	LOWER
Altem Guardsman (58)	W	2 1.50	1.10	1.00
Altem Guardsman (59)	S	3 2.60	2.00	2.00
Altem Guardsman (60)	T	4 3.50 2 2.00	3.00	3.00
Amazon Blademistress (85) Amazon Blademistress (86)	S	2 2.00 3 3.00	1.40 2.30 A	1.00
Amazon Blademistress (87)	Ť	4 4.00	3.30 ▲	3.00
Amazon Queen (152)	U	6 21.25	14.50 ▼	13.50
Amotep Gunner (49) Amotep Gunner (50)	S	2 2.00 3 3.00	1.40 2.30 A	1.00
Amotep Gunner (51)	T	4 4.10	3.80	3.00
Amotep Incinerator (52)	W	2 2.00	1.40	1.00
Amotep Incinerator (53)	S	3 3.00	2.30	2.00
Amotep Incinerator (54) Black Powder Boomer (88)	W	4 4.00 2 2.00	3.30 A 1.40	3.00 1.00
Black Powder Boomer (89)	S	3 3.00	2.30 ▲	2.00
Black Powder Boomer (90)	T	4 4.00	3.30 ▲	3.00
Blade Golem (55) Blade Golem (56)	M	2 2.00 3 3.00	1.40 2.30 A	1.00
Blade Golem (57)	S	4 4.00	3.30	3.00
Bone Golem (76)	W	2 2.00	1.40	1.00
Bone Golem (77)	S	3 3.00	2.60 🛦	2.00
Bone Golem (78) Brass Golem (7)	T	4 4.00	3.40 1.00	3.00 0.70
Brass Golem (8)	S	2 2.00	1.80 ▲	1.20
Brass Golem (9)	Ţ	3 3.00	3.00	2.00
Chaos Mage (154) Crusher (112)	W	6 21.25 3 3.00	16.50 ▼ 2.30 ▲	13.00 1.80
Crusher (113)	S	4 4.00	3.30	2.80
Crusher (114)	T	5 5.00	4.50 ▲	3.40
Crypt Worm (142)	W		2.00	1.80
Crypt Worm (143) Crypt Worm (144)	S	4 3.60 5 5.00	3.00 4.50 A	2.80 3.50
Crystal Bladesman (19)	W	1 1.00	1.00	0.70
Crystal Bladesman (20)	S	2 2.00	1.80 🛦	1.20
Crystal Bladesman (21) Deep Spawn (130)	W	3 3.00 3 3.00 4 4.00	2.80 A 2.50 A	2.00
Deep Spawn (131)		4 4.00	3.30 🛦	2.80
Deep Spawn (132)	S	5 5.00	4.50 ▲	3.40
Demi-magus (10) Demi-magus (11)	W	1 1.00 2 2.00	1.00 1.80 A	0.90 1.20
Demi-magus (12)	S	2 2.00 3 3.00	2.80	2.10
Dwarven Berserker (46)	M	1 1.00	1.00	0.70
Dwarven Berserker (47)	S	2 2.00 3 3.00	1.80 A 2.80 A	1.20
Dwarven Berserker (48) Dwarven Fuser (91)	W	2 1.60	1.10	1.00
Dwarven Fuser (92)	S	3 2.60	2.00	2.00
Dwarven Fuser (93)	Ţ	4 4.00	3.30 ▲	
Dwarven Jarl (151) Elemental Priest (147)	U	6 19.75 6 21.25	12.00 14.00 ▼	12.00 12.00
Feral Bloodsucker (34)	W	1 1.00	1.00	0.70
Feral Bloodsucker (35)	S	2 2.00	1.80 🛦	1.20
Feral Bloodsucker (36) Grave Robber (31)	W	3 3.00	2.80 A 1.00	2.00 0.80
Grave Robber (32)	S	2 2.00	1.80	1.20
Grave Robber (33)	T	3 3.00	2.80 🛦	2.30
Half-troll Hacker (118)	S	3 3.00 4 4.00	2.30 A	1.80
Half-troll Hacker (119) Half-troll Hacker (120)	T	4 4.00 5 5.00	4.50	3.40
Hierophant (160)	U	6 35.00	25.00 ▼	21.00
Imp (121)	W	3 2.60	2.00	1.80
Imp (122) Imp (123)	S	4 3.60 5 5.00	3.00 4.50 A	2.80 3.40
Khamsin Freelancer (37)	W	1 1.00	1.00	0.70
Khamsin Freelancer (38)	S		1.80 🛦	1.20
Khamsin Freelancer (39)	T	2 2.00 3 3.00 1 1.00	2.80 A 1.00	2.00 0.70
Khamsin Fuser (40) Khamsin Fuser (41)	S	2 2.00	1.80	
Khamsin Fuser (42)	T	3 3.00	2.80 🛦	2.00
Ki Devil (133)	W	3 2.60	2.00	1.80
Ki Devil (134) Ki Devil (135)	S	4 3.60 5 5.00	3.00 4.30	2.80 3.40
Leech Medic (43)	W	1 1.00	1.00	0.70
Leech Medic (44)	S	2 2.00	1.80	1.20
Leech Medic (45) Liege Knight (103)	W	3 3.00 3 2.60	2.80 A 2.00	2.00
Liege Knight (104)	S	4 4.00	3.30 🛦	
Liege Knight (105)	T	5 5.00	4.50 ▲	

Living Flomontal (70)	W	2	2.00	1.40	1.00
Living Elemental (70) Living Elemental (71)	S	2	2.00	1.40 2.50 A	2.00
Living Elemental (72)	Ť	4	4.00	3.30	3.00
Magna Draconum (157)	Ü		25.00	21.00 V	18.00
Magus (145)	U	6	24.25	17.00 ▼	15.75
Magus Draconum (158)	U		25.50	22.50 ▼	17.25
Mending Priestess (16)	W	1	1.00	1.00	0.80
Mending Priestess (17) Mending Priestess (18)	S	3	2.00 3.00	1.80 ▲ 3.00	1.20 2.00
Mystic Draconum (159)	Ü		25.25	20.00	17.25
Necromancer (149)	Ü		21.25	16.75 ▼	13.00
Neophant (156)	Ü	6	21.25	16.75 ▼	13.50
Nightblade (28)	W	1	1.00	1.00	0.70
Nightblade (29)	S	2	2.00	1.80 ▲	1.20
Nightblade (30)	T	3	3.00	2.50	2.00
Nightstalker (79) Nightstalker (80)	W	2	2.00 2.60	1.40 2.30 A	1.00
Nightstalker (81)	T	4	3.60	3.00	3.00
Noble Archer (97)	W	3	3.00	2.00	1.80
Noble Archer (98)	S	4	3.60	3.00	2.80
Noble Archer (99)		5	5.00	4.80 ▲	3.40
Order of Vladd (150)	U	6	23.50	18.75▼	14.75
Paladin Prince (153) Ranger (22)	W	6	1.00	14.50 ▼ 1.00	12.00
Ranger (23)		2	2.00	1.50	1.20
Ranger (24)	S	3	3.00	2.50	2.00
Royal Pikeman (100)	W	3	2.60	2.00	1.80
Royal Pikeman (101)	S	4	4.00	3.30 ▲	2.80
Royal Pikeman (102)	T	5	5.00	4.50 ▲	3.40
Screeching Terror (82) Screeching Terror (83) Screeching Terror (84)	S	2	2.00 3.00	1.40 2.30 A	1.00
Screeching Terror (84)	T	4	4.00	3.30 ▲	3.00
Seething Knight (73)	W		2.00	1.40	1.00
Seething Knight (74)	S	3	3.00	2.30 ▲ 3.30 ▲	2.00
Seething Knight (75)	T	4	3.60	3.30 ▲	3.00
Shade (127)	W	3	2.60	2.00	1.80
Shade (128)	S	4 5	3.60 5.00	3.00 4.50	2.80 3.40
Shade (129) Shaman (115)	W	3	2.60	2.30	1.80
Shaman (116)	S	4	4.00		3.00
Shaman (117)	T	5	5.00	4.30 🛦	3.50
Skeleton (124)	M	3	3.00	2.30 🛦	2.00
Skeleton (125)	S	4	4.00	3.30 ▲	2.90
Skeleton (126)	T	5	5.00	4.50	3.40
Slasher (109) Slasher (110)	S	3	2.60 4.00	2.30 ▲ 3.30 ▲	1.80
Slasher (111)	Ť	5	5.10	4.50	3.40
Steam Golem (94)	W	2	2.00	1.70	1.20
Steam Golem (95)	S	3	3.00	3.00	2.00
Steam Golem (96)		4	4.00	3.70 ▲	3.00
Storm Golem (146)	U		25.25	25.00▼	23.75
Temple Blademaster (106)	W	3	3.00	2.30 ▲ 3.30 ▲	1.80
Temple Blademaster (107) Temple Blademaster (108)	S	5	3.60 5.00	4.50	2.80 3.50
Troll Artillerist (67)					
		2	2.00	1.40	1.00
Troll Artillerist (68)	S	2	3.00	1.40 2.60 A	1.00
Troll Artillerist (68) Troll Artillerist (69)	S	3	3.00 4.00	2.60 ▲ 3.50	2.00 3.00
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64)	S T W	3 4 2	3.00 4.00 2.00	2.60 A 3.50 1.40	2.00 3.00 1.00
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65)	S T W	3 4 2 3	3.00 4.00 2.00 2.60	2.60 A 3.50 1.40 2.30 A	2.00 3.00 1.00 2.00
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (66)	S T W S T	3 4 2 3 4	3.00 4.00 2.00 2.60 3.60	2.60 A 3.50 1.40 2.30 A 3.30 A	2.00 3.00 1.00 2.00 3.00
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (66) Troll Chieftain (148)	S T W S T U	3 4 2 3 4 6	3.00 4.00 2.00 2.60 3.60 22.75	2.60 A 3.50 1.40 2.30 A 3.30 A 15.00	2.00 3.00 1.00 2.00 3.00 13.25
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (66) Troll Chieftain (148) Utem Crossbowman (1)	S T W S T U	3 4 2 3 4 6 1	3.00 4.00 2.00 2.60 3.60 22.75 1.00	2.60 A 3.50 1.40 2.30 A 3.30 A 15.00 1.00	2.00 3.00 1.00 2.00 3.00 13.25 0.70
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Brawler (66) Troll Chieftain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3)	S T W S T U W S T	3 4 2 3 4 6 1 2 3	3.00 4.00 2.00 2.60 3.60 22.75	2.60 A 3.50 1.40 2.30 A 3.30 A 15.00	2.00 3.00 1.00 2.00 3.00 13.25
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (66) Troll Chieftain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4)	STUWSTW	3 4 2 3 4 6 1 2 3 1	3.00 4.00 2.00 2.60 3.60 22.75 1.00 2.00 3.00 1.00	2.60 A 3.50 1.40 2.30 A 3.30 A 15.00 1.00 1.50 2.50 1.00	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 0.70
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (4)	STUWSTW	3 4 2 3 4 6 1 2 3 1	3.00 4.00 2.00 2.60 3.60 22.75 1.00 2.00 3.00 1.00 2.00	2.60 A 3.50 1.40 2.30 A 3.30 A 15.00 1.00 1.50 2.50 1.00 1.50	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 0.70 1.20
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (66) Troll Chiefatin (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Guardsman (4) Utem Guardsman (5) Utem Guardsman (5)	S T W S T W S T	3 4 2 3 4 6 1 2 3 1	3.00 4.00 2.00 2.60 3.60 22.75 1.00 2.00 3.00 1.00 2.00 3.00	2.60	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 0.70 1.20 2.00
Troll Artillerist (68) Troll Brawler (64) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (1) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (5) Utem Guardsman (6) Werebear (139)	S T W S T W S T W	3 4 2 3 4 6 1 2 3 1 2 3 3	3.00 4.00 2.00 2.60 3.60 22.75 1.00 2.00 3.00 1.00 2.00 3.00 3.00	2.60 A 3.50 1.40 2.30 A 3.30 A 15.00 1.50 2.50 1.50 2.50 2.30 A 3.30 A 3	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 0.70 1.20 2.00 1.80
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (66) Troll Chiefatin (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Guardsman (4) Utem Guardsman (5) Utem Guardsman (5)	S T W S T W S T	3 4 2 3 4 6 1 2 3 1	3.00 4.00 2.00 2.60 3.60 22.75 1.00 2.00 3.00 1.00 2.00 3.00	2.60	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 0.70 1.20 2.00
Troll Artillerist (68) Troll Brawler (64) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (6) Werebear (140) Werebear (140) Werebear (141) Werewolf (136)	STWSTWSTWSTWSTWSTWSTWSTWSTWSTWSTWSTWSTWS	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 3	3.00 4.00 2.60 3.60 22.75 1.00 2.00 3.00 1.00 2.00 3.00 4.00 5.00 3.00	2.60 A 3.50 1.40 2.30 A 15.00 1.50 2.50 1.50 2.50 4.30 A 2.50 A 2.50 A 2.50 A 2.50 A 2.50 A 3.30 A 4.30 A 2.50 A 3.50 A 3	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 0.70 1.20 2.00 1.80 2.80 3.00 1.80
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Brawler (66) Troll Chiefain (148) Utem Crossbowman (1) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (6) Werebear (149) Werebear (140) Werebear (141) Werewolf (136) Werewolf (136)	STWSTWSTWSTWSTWSTWS	3 4 2 3 4 6 1 2 3 3 4 5 3 5 3	3.00 4.00 2.60 3.60 22.75 1.00 2.00 3.00 1.00 2.00 3.00 4.00 5.00 4.00	2.60 A 3.50 1.40 2.30 A 15.00 1.00 1.50 2.50 2.30 A 3.30 A 4.30 A 2.50 A 3.30 A	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 0.70 1.20 2.80 3.00 1.80 2.80
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chiethain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (5) Utem Guardsman (6) Werebear (140) Werebear (140) Werebear (141) Werewoif (136) Werewoif (137) Werewoif (137)	STWSTWSTWSTWST	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 5 3 4 5 5 3 4 5 3 4 5 5 3 5 3	3.00 4.00 2.60 3.60 22.75 1.00 2.00 3.00 1.00 2.00 3.00 4.00 5.00 4.00 5.00	2.60 A 3.50 1.40 2.30 A 3.30 A 15.00 1.00 1.50 2.50 2.50 2.30 A 3.30 A 4.30 A 4	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 0.70 1.80 2.80 3.00 1.80 2.80 3.40
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (5) Utem Guardsman (6) Werebear (139) Werebear (141) Werebear (141) Werewolf (136) Werewolf (137) Werewolf (137) Werewolf (138)	STWSTWSTWSTWSTWSTWSTWSTWSTWSTWSTWSTWSTWS	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 5 3 4 5 5 3 4 5 3 4 5 5 3 4 5 5 3 4 5 5 3 4 5 5 3 4 5 5 2 5 3 4 5 5 2 5 3 4 5 5 2 5 2 5 2 5 2 5 2 5 2 5 2 5 2 5 2	3.00 4.00 2.00 2.60 3.60 22.75 1.00 2.00 3.00 4.00 5.00 4.00 5.00 1.60	2.60 A 3.50 1.40 2.30 A 3.30 A 15.00 1.50 2.50 1.00 1.50 2.50 2.30 A 3.30 A 4.30 A 4.30 A 1.40	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 0.70 1.20 2.80 3.00 1.80 2.80 3.40
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (66) Troll Chieftain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (6) Werebear (139) Werebear (141) Werewolf (136) Werewolf (136) Werewolf (137) Werewolf (138) Wood Golem (61)	STWSTWSTWSTWSTWSTWS	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 3 4 5 5 3 4 5 5 3 4 5 3 4 5 5 3 5 3	3.00 4.00 2.00 2.60 3.60 22.75 1.00 2.00 3.00 1.00 2.00 3.00 4.00 5.00 4.00 5.00 4.00 5.00 3.00 4.00 5.00 4.00 5.00 4.00 5.00 5.00 5	2.60 A 3.50 1.40 2.30 A 3.30 A 15.00 1.00 1.50 2.50 1.00 1.50 2.50 2.30 A 3.30 A 4.30 A 1.40 2.30 A 2.30 A	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 0.70 1.80 2.80 3.00 1.80 2.80 3.40 1.00 2.00
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (1) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (6) Utem Guardsman (6) Werebear (140) Werebear (141) Werebear (141) Werewolf (138) Werewolf (138) Wood Golem (62) Wood Golem (62) Wood Golem (62) Wood Golem (63)	STWSTWSTWSTWSTWSTWSTWSTWSTWSTWSTWSTWSTWS	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 1 5 2 3 4 5 2 3 4 5 1 5 2 3 4 5 3 4 5 2 3 4 5 2 3 4 5 2 3 4 5 2 3 4 5 2 3 4 5 2 3 4 5 2 3 3 4 5 2 3 4 5 3 4 5 3 4 5 3 4 5 3 2 3 3 4 5 3 3 4 5 3 5 3 4 5 3 3 4 5 2 3 3 4 5 3 5 3 5 3 4 5 3 5 3 4 5 3 5 3 5	3.00 4.00 2.60 3.60 22.75 1.00 2.00 3.00 4.00 5.00 3.00 4.00 5.00 3.00 4.00 5.00 3.00 4.00 5.00 3.00 4.00 5.00 4.00 5.00 6.00 6.00 6.00 6.00 6.00 6.00 6	2.60	2.00 3.00 1.00 2.00 3.00 0.70 1.20 2.00 0.70 1.80 2.80 3.40 1.80 2.80 3.40 1.00 2.00 0.70 1.00 2.00 0.70 1.00 0.70 1.00 0.70 0.70 0.70 0
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (64) Troll Brawler (65) Troll Chiethain (148) Uttem Crossbowman (2) Uttem Crossbowman (2) Uttem Crossbowman (3) Uttem Guardsman (6) Uttem Guardsman (6) Uttem Guardsman (6) Werebear (140) Werebear (140) Werebear (141) Werewolf (136) Werewolf (137) Werewolf (137) Werewolf (138) Wood Golem (61) Wood Golem (62) Wood Golem (63) Woodland Scout (13)	STWSTWSTWSTWSTWSTWSTWSTWS	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 2 3 3 4 5 3 4 5 2 3 4 5 3 4 5 2 3 4 5 3 4 5 3 4 5 3 4 5 2 3 4 5 2 3 4 5 3 5 3 4 5 2 3 5 3 4 5 2 3 3 4 5 3 5 3 5 3 4 5 3 5 3 5 3 5 3 4 5 3 5 3	3.00 4.00 2.60 3.60 22.75 1.00 2.00 3.00 4.00 5.00 3.00 4.00 5.00 3.00 4.00 5.00 3.00 4.00 5.00 3.00 4.00 5.00 4.00 5.00 4.00 5.00 5.00 5	2.60	2.00 3.00 1.00 2.00 3.00 0.70 1.20 2.00 0.70 1.20 2.80 3.40 1.80 2.80 3.40 1.00 2.00 0.70 1.20 2.00 1.80 2.80 3.00 1.80 1.80 1.80 1.80 1.80 1.80 1.80 1
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (6) Werebear (140) Werebear (141) Werebear (141) Werewolf (137) Werewolf (137) Werewolf (137) Werewolf (138) Wood Golem (61) Wood Golem (62) Wood Golem (62) Wood Golem (63) Woodland Scout (14) Woodland Scout (14)	STWSTWSTWSTWSTWSTWST	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 2 3 4 5 2 3 4 5 2 3 4 5 2 3 4 5 2 3 4 5 2 3 4 5 2 3 4 5 2 3 4 5 2 3 4 5 3 4 5 2 3 4 5 3 4 5 3 4 5 2 3 4 5 3 4 5 3 4 5 3 4 5 3 5 3 4 5 3 5 3	3.00 4.00 2.60 3.60 22.75 1.00 2.00 3.00 1.00 2.00 3.00 4.00 5.00 4.00 5.00 3.60 4.00 5.00 3.60 4.00 5.00 3.60 4.00 5.00 3.60 3.60 4.00 5.00 3.60 3.60 4.00 5.00 4.00 5.00 5.00 5.00 5.00 5.0	2.60 A 3.50 1.40 2.30 A 3.30 A 15.00 1.50 2.50 2.30 A 3.30 A 4.30 A 2.50 A 3.30 A 4.30 A 1.40 2.30 A 3.30 A	2.00 3.00 1.00 2.00 0.70 1.20 2.00 0.70 1.20 2.80 3.00 1.80 2.80 3.40 1.00 2.00 0.70 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 2.0
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Brawler (65) Troll Chiettain (148) Utem Crossbowman (1) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (6) Werebear (140) Werebear (141) Werebear (141) Werewolf (136) Werewolf (137) Werewolf (138) Wood Golem (62) Wood Golem (62) Wood Golem (63) Woodland Scout (14) Woodland Scout (14) Woodland Scout (15) Wrath (155)	STWSTWSTWSTWSTWSTUSTWSTWSTU	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 2 3 6 6 6 6 7 6 7 6 7 6 7 6 7 6 7 7 6 7	3.00 4.00 2.00 2.60 3.60 22.75 1.00 2.00 3.00 4.00 5.00 3.00 4.00 5.00 1.60 3.00 3.00 4.00 5.00 3.00 2.00 3.00 4.00 5.00 3.00 2.00 3.00 5.00 3.00 5.00 5.00 5.00 5.00 5	2.60	2.00 3.00 1.00 2.00 0.70 1.20 2.00 1.20 2.80 3.00 1.80 2.80 3.00 1.80 2.80 3.00 1.80 2.00 2.00 2.00 1.20 1.2
Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chiethain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (5) Utem Guardsman (6) Werebear (140) Werebear (140) Werebear (141) Werewolf (138) Wood Golem (61) Wood Golem (61) Wood Golem (62) Woodland Scout (14) Woodland Scout (14) Woodland Scout (15) Wraith (155) Zombie (25)	STWSTWSTWSTWSTWSTWSTUW	3 4 2 3 4 6 1 2 3 3 4 5 2 3 4 5 2 3 6 1 2 3 6 1 1 2 3 6 1 6 1 1 2 3 6 1 1 2 3 6 1 1 2 3 6 1 1 1 2 3 6 1 1 1 2 3 6 1 1 1 2 3 1 3 1 3 1 3 1 3 1 3 1 3 1 3 1	3.00 4.00 2.60 2.60 2.75 1.00 2.00 3.00 1.00 2.00 3.00 4.00 5.00 1.60 3.00 4.00 2.00 3.00 4.00 2.00 3.00 4.00 2.00 3.00 4.00 2.00 4.00 3.00 4.00 4.00 4.00 1.00 4.00 1.00 4.00 1.00 1	2.60	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 1.80 2.80 3.40 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0
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Troll Artillerist (68) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chiethain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (5) Utem Guardsman (6) Werebear (140) Werebear (140) Werebear (141) Werewolf (138) Wood Golem (61) Wood Golem (61) Wood Golem (62) Woodland Scout (14) Woodland Scout (14) Woodland Scout (15) Wraith (155) Zombie (25)	STWSTWSTWSTWSTWSTWSTUW	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 3 6 1 2 3 3 6 1 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	3.00 4.00 2.00 2.60 3.00 22.75 1.00 2.00 3.00 4.00 5.00 4.00 5.00 4.00 5.00 4.00 2.00 3.00 4.00 5.00 4.00 5.00 3.00 4.00 5.00 3.00 4.00 3.00 4.00 5.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 4	2.50 A 3.50 (2.30 A 3.50 A 3.5	2.00 3.00 1.00 2.00 3.00 13.25 0.70 1.20 2.00 1.80 2.80 3.40 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0
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Troll Artillerist (68) Troll Artillerist (69) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (4) Utem Guardsman (6) Werebear (140) Werebear (140) Werebear (141) Werebear (141) Werewolf (136) Werewolf (137) Werewolf (138) Wood Golem (61) Wood Golem (62) Wood Golem (62) Wood Golem (63) Woodland Scout (14) Woodland Scout (15) Wrath (155) Zombie (25) Zombie (26) Zombie (27) Total	STWSTWSTWSTWSTWSTUWSTUWS	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 6 1 2 3 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	3.00 4.00 2.00 3.60 22.75 1.00 2.00 3.00 1.00 2.00 3.00 4.00 5.00 1.60 3.00 2.00 3.00 2.00 3.00 4.00 5.00 3.00 2.00 3.00 4.00 5.00 3.00 4.00 5.00 3.00 5.00 3.00 5.00 4.00 5.00 5.00 5.00 5.00 5.00 5	2.50 A 3.50 (3.50 C)	2.00 3.00 1.00 1.20 2.00 0.70 1.20 2.80 3.00 0.70 1.20 2.80 3.00 0.70 1.20 2.80 3.00 0.70 1.20 2.53 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50
Troll Artillerist (68) Troll Artillerist (69) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (5) Utem Guardsman (6) Werebear (140) Werebear (141) Werebear (141) Werebear (141) Werewolf (138) Werewolf (138) Werewolf (138) Wood Golem (62) Wood Golem (62) Wood Golem (63) Woodland Scout (13) Woodland Scout (13) Woodland Scout (15) Zombie (25) Zombie (26) Zombie (27) Total	STWSTWSTWSTWSTWSTUWSTUWS	3 4 2 3 4 6 1 2 3 3 4 5 2 3 4 5 2 3 6 1 2 3 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	3.00 4.00 2.00 2.60 3.60 3.60 22.75 1.00 2.00 3.00 4.00 5.00 4.00 5.00 4.00 2.00 3.00 4.00 2.00 3.00 4.00 2.00 4.00 2.00 4.00 2.00 4.00 2.00 4.00 4	2.60 A 3.50 A 3.	2.00 3.00 2.00 3.00 13.25 2.00 0.70 1.20 2.00 1.80 3.00 1.80 2.80 3.00 1.80 2.80 3.40 1.00 2.00 0.70 1.20 2.00 1.20 2.10 2.1
Troll Artillerist (68) Troll Artillerist (69) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (4) Utem Guardsman (6) Werebear (140) Werebear (140) Werebear (141) Werebear (141) Werewolf (136) Werewolf (137) Werewolf (138) Wood Golem (61) Wood Golem (62) Wood Golem (62) Wood Golem (63) Woodland Scout (14) Woodland Scout (15) Wrath (155) Zombie (25) Zombie (26) Zombie (27) Total	STWSTWSTWSTWSTWSTUWSTUWS	3 4 2 3 4 6 1 2 3 3 4 5 2 3 4 5 2 3 6 1 2 3 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	3.00 4.00 2.60 3.60 22.75 1.00 3.00 3.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 3	2.60 ▲ 3.50 1.40 2.30 ▲ 3.50 1.50 0.10 0.10 0.10 0.10 0.10 0.10 0	2.00 3.00 2.00 3.00 13.25 2.80 3.00 1.80 3.00 0.70 1.20 2.80 3.40 1.90 2.90 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 2.00 0.70 1.20 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0
Troll Artillerist (68) Troll Artillerist (69) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chiethain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (5) Utem Guardsman (6) Werebear (140) Werebear (140) Werebear (141) Werewolf (137) Werewolf (137) Werewolf (137) Werewolf (137) Werewolf (138) Wood Golem (61) Wood Golem (62) Wood Golem (62) Woodland Scout (13) Woodland Scout (14) Woodland Scout (15) Zombie (25) Zombie (26) Zombie (27) Total UNILIMITED (160 Figures) Unilimited Limited Prize Set	STWSTWSTWSTWSTWSTUWSTUWS	3 4 2 3 4 6 1 2 3 3 4 5 2 3 4 5 2 3 6 1 2 3 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	3.00 4.00 2.00 22.75 1.00 22.05 3.00 3.00 4.00 5.00 3.00 4.00 5.00 1.60 2.00 3.00 2.00 2.00 4.00 2.00 2.00 2.00 4.00 2.00 2	2.50 A 3.50 1.40 2.30 A 3.50 1.50 2.50 2.50 2.50 A 3.30 A 4.30 A 2.30 A 3.30 A 4.30 A 2.30 A 3.30 A 4.30 A 2.50 643.15 MEDIAN 70.50 0.125.00 125.00 125.00	2.00 3.00 2.00 3.00 13.25 0.70 1.20 2.00 1.80 3.00 3.00 1.80 3.40 1.00 2.00 2.00 3.00 3.00 1.20 2.00 3.00 3.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 2.00 1.20 1.2
Troll Artillerist (68) Troll Artillerist (69) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (6) Werebear (140) Werebear (140) Werebear (141) Werebear (141) Werewolf (137) Werewolf (137) Werewolf (137) Werewolf (138) Wood Golem (62) Wood Golem (63) Woodland Scout (14) Woodland Scout (14) Woodland Scout (15) Warth (155) Zombie (25) Zombie (27) Total Unlimited Set Unlimited Starter Pack Unlimited Starter Pack Unlimited Booster Pack	STWSTWSTWSTWSTWSTUWST	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 2 3 4 1 2 3 6 1 2 3 7 3	3.00 4.00 2.60 3.60 22.75 1.00 2.00 3.00 4.00 5.00 4.00 5.00 3.00 5.00 1.60 2.00 3.00 5.00 1.60 2.00 3.00 5.00 5.00 1.00 5.00 5.00 5.00 5.00 5	2.60 ▲ 3.50 3.50 1.40 2.30 ▲ 3.30 ▲ 15.00 1.00 1.00 2.50 1.00 2.50 3.30 ▲ 4.30 ▲ 4.30 ▲ 4.30 ▲ 4.30 ▲ 4.30 ▲ 4.30 ▲ 6.30 ♠ 1.00 1.80 ▲ 4.30 ▲ 6.40 ♠ 1.00 1.80 ▲ 6.40 ♠ 1.00 1.80 ▲ 6.40 ♠ 1.00 1.80	2.00 3.00 2.00 3.00 1.20 2.00 1.20 2.00 1.20 2.00 3.00 3.00 3.00 3.00 3.00 3.00 1.20 2.00 3.00 3.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 1.20 1.20 1.20 1.20 1.20 1.20 1
Troll Artillerist (68) Troll Artillerist (69) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (1) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (5) Utem Guardsman (6) Werebear (139) Werebear (140) Werebear (141) Werebear (141) Werewolf (136) Werewolf (137) Werewolf (138) Wood Golem (62) Wood Golem (62) Wood Golem (63) Woodland Scout (13) Woodland Scout (13) Woodland Scout (15) Wraith (155) Zombie (25) Zombie (26) Zombie (27) Total UNUMITED (160 Figures) Unlimited Limited Prize Set Unlimited Starter Pack Figure NAME	STWSTUWSTWSTWSTUWST	3 4 2 3 4 6 1 2 3 1 2 3 3 4 5 3 4 5 2 3 4 1 2 3 6 1 2 3 7 3 RAP	3.00 4.00 2.60 3.60 22.75 1.00 2.00 3.00 3.00 4.00 5.00 1.60 3.00 3.00 2.00 3.00 2.00 3.00 5.00 1.00 2.00 5.00 1.00 2.00 5.00 5.00 1.00 2.00 5.00 5.00 5.00 1.00 2.00 5.00 5.00 5.00 5.00 6.00 5.00 6.00 6	2.60 A 3.50 A 3.50 A 1.40 A 2.30 A 3.50 A 1.50 A 2.50 A 3.30 A 1.50 A 2.50 A 3.30 A 1.40 A 2.30 A 3.30 A 1.40 A 2.30 A 3.30 A 1.40 A 2.30 A 3.30 A 1.80 A 2.50 A 3.50 A 1.50 A 2.50 A 2.	2.00 3.00 2.00 3.00 2.00 3.00 2.00 2.00
Troll Artillerist (68) Troll Artillerist (69) Troll Artillerist (69) Troll Brawler (64) Troll Brawler (65) Troll Brawler (65) Troll Chieftain (148) Utem Crossbowman (2) Utem Crossbowman (3) Utem Guardsman (4) Utem Guardsman (6) Werebear (140) Werebear (140) Werebear (141) Werebear (141) Werewolf (137) Werewolf (137) Werewolf (137) Werewolf (138) Wood Golem (62) Wood Golem (63) Woodland Scout (14) Woodland Scout (14) Woodland Scout (15) Warth (155) Zombie (25) Zombie (27) Total Unlimited Set Unlimited Starter Pack Unlimited Starter Pack Unlimited Booster Pack	STWSTWSTWSTWSTWSTUWST	3 4 2 3 4 6 1 2 3 3 4 5 3 4 5 2 3 4 1 2 3 6 1 2 3 7 3	3.00 4.00 2.60 3.60 22.75 1.00 2.00 3.00 4.00 5.00 4.00 5.00 3.00 5.00 1.60 2.00 3.00 5.00 1.60 2.00 3.00 5.00 5.00 1.00 5.00 5.00 5.00 5.00 5	2.60 A 3.50 3.50 1.40 2.30 A 3.50 1.50 2.50 1.00 2.50 1.00 2.50 3.30 A 4.30 A 4.30 A 3.30 A 4.30 A 3.30 A 4.30 A 4.30 A 7.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	2.00 3.00 2.00 3.00 1.20 2.00 1.20 2.00 1.20 2.00 3.00 3.00 3.00 3.00 3.00 3.00 1.20 2.00 3.00 3.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 2.00 3.00 1.20 1.20 1.20 1.20 1.20 1.20 1.20 1
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Blade Golem (#56)	S	3 3.00	2.50	2.00
Blade Golem (#57)	T	4 4.00	3.00	2.50
Bladesmith Draconum (#157		6 27.50	21.00	14.00
Bone Golem (#76)	W	2 2.00	1.50	1.00
Bone Golem (#77)	S	3 3.00	2.50	2.00
Bone Golem (#78)	T	4 4.00	3.00	2.50
Centaur Lieutenant (#67) Centaur Lieutenant (#68)	S	2 2.00	1.50 2.50	1.00
Centaur Lieutenant (#69)	T	4 4.00	3.00	2.50
Crusher (#112)	W	3 3.00	2.50	2.00
Crusher (#113)	S	4 4.00	3.00	2.50
Crusher (#113) Crusher (#114)	T	5 5.00	4.00	3.30
Crystal Bladesman (#19)	W	1 1.00	0.80	0.60
Crystal Bladesman (#20)	S	2 2.00	1.50	1.00
Crystal Bladesman (#21)	T	3 3.00	2.50	2.00
Deep Spawn (#130)	W	3 3.00	2.50	2.00
Deep Spawn (#131) Deep Spawn (#132)	S	4 4.00 5 5.00	3.00 4.00	2.50 3.30
Demi-magus (#10)	W	5 5.00 1 1.00	0.80	0.60
Demi-magus (#11)	S	2 2.00	1.50	1.00
Demi-magus (#12)	Ť	3 3.00	2.50	2.00
Demiphant (#159)	Ü	6 22.50	16.00	15.00
Dwarven Berserker (#46)	W	1 1.00	0.80	0.60
Dwarven Berserker (#47)	S	2 2.00	1.50	1.00
Dwarven Berserker (#48)	T	3 3.00	2.50	2.00
Dwarven Hammerskald (#15		6 17.50	15.00	13.50
Eldritch Draconum (#158)	U	6 22.00 6 17.50	19.00 15.00	15.00 13.50
Emerald Warder (#147) Feral Bloodsucker (#34)	W	1 1.00	0.80	0.60
Feral Bloodsucker (#35)	S	2 2.00		1.00
Feral Bloodsucker (#36)	Ť	3 3.00	1.50 2.50	2.00
Flesh Golem (#82)	W	2 2.00	1.50	1.00
Flesh Golem (#83)	S	3 3.00	2.50	2.00
Flesh Golem (#84)	T	4 4.00	3.00	3.00
Grave Robber (#31)	W	1 1.00	0.80	0.60
Grave Robber (#32)	S	2 2.00 3 3.00	1.50	1.00
Grave Robber (#33)	T	3 3.00	2.50	2.00
Huntsman (#91)	W	2 2.00	1.50	1.00
Huntsman (#92) Huntsman (#93)	S	3 3.00 4 4.00	2.50	2.00
Imp (#121)	W	4 4.00	3.00 2.50	2.50
Imp (#122)	S	4 4.00	3.00	2.50
Imp (#123)	Ť	5 5.00	4.00	3.30
Inquisitor (#145)	Ü	6 17.50	15.00	13.50
Khamsin Fuser (#40)	W	1 1.00	0.80	0.60
Khamsin Fuser (#41)	S	2 2.00	1.50	1.00
Khamsin Fuser (#42)	T	3 3.00	2.50	2.00
Khamsin Gunslinger (#37)	W	1 1.00	0.80	0.60
Khamsin Gunslinger (#38)	S	2 2.00	1.50	1.00
Khamsin Gunslinger (#39)	T	3 3.00	2.50	2.00
Ki Devil (#133)	W	3 3.00	2.50	2.00
Ki Devil (#134) Ki Devil (#135)	S	4 4.00 5 5.00	3.00 4.00	2.50 3.30
Leech Medic (#43)	W	1 1.00	0.80	0.60
Leech Medic (#44)	S	2 2.00	1.50	1.00
Leech Medic (#45)	Ť	3 3.00	2.50	2.00
Liege Knight (#103)	W	3 3.00	2.50	2.00
Liege Knight (#104)	S	4 4.00	3.00	2.50
Liege Knight (#105)	T	5 5.00	4.00	3.30
Living Elemental (#70)	W	2 2.00	1.50	1.00
Living Elemental (#71)	S	3 3.00	2.50	2.00
Living Elemental (#72)	Ţ	4 4.00	3.00	2.50
Longbow Archer (#97)	W	1 1.00	0.80	0.60
Longbow Archer (#98) Longbow Archer (#99)	S	2 2.00 3 3.00	1.50	1.00
Maelstrom Golem (#146)	Ü	6 24.00	2.50 18.00	14.00
Marsh Zombie (#25)	W	1 1.00	0.80	0.60
Marsh Zombie (#26)	S	2 2.00	1.50	1.00
Marsh Zombie (#27)	Ť	3 3.00	2.50	2.00
Mending Priestess (#16)	W	1 1.00	0.80	0.60
Mending Priestess (#17)	S	2 2.00	1.50	1.00
Mending Priestess (#18)	T	3 3.00	2.50	2.00
Nightblade (#28)	W	1 1.00	0.80	0.60
Nightblade (#29)	S	2 2.00 3 3.00	1.50	1.00
Nightblade (#30)	T		2.50	2.00
Nightstalker (#79) Nightstalker (#80)	W	2 2.00	1.50 2.50	1.00
Nightstalker (#81)	S			
Order of Uhirik (#150)	Ü	4 4.00 6 17.50	3.00 15.00	2.50
Pyre Spirit (#155)	Ü	6 18.00	15.00	14.00
Ranger (#22)	W	1 1.00	0.80	0.60
Ranger (#23)	S	2 2.00	1.50	1.00
Ranger (#24)	T	3 3.00	2.50	2.00
Regal Draconum (#160)	U	6 22.50	20.00	15.00
Seething Knight (#73)	W	2 2.00	1.50	1.00
Seething Knight (#74)	S	3 3.00	2.50	2.00
Seething Knight (#75)	T	4 4.00	3.00	2.50
Shieldwall Knight (#100)	W	2 2.00	1.50	1.00
Shieldwall Knight (#101) Shieldwall Knight (#102)	S	3 3.00 4 4.00	2.50 3.00	2.00
Skeleton (#124)	W	3 3.00	2.50	2.00
Skeleton (#125)	S	4 4.00	3.00	3.00
Skeleton (#126)	T		4.00	3.80
Slasher (#109)	W	3 3.00	2.50	2.00
Slasher (#110)	S	4 4.00	3.00	2.50
Slasher (#111)	T	4 4.00	3.00	2.50
Specter (#127)	W	2 2.00	1.50	1.00
Specter (#128)	S	3 3.00	2.50	2.00
Specter (#129) Steam Colem (#94)	127	4 4.00	3.00	2.50
Steam Golem (#94)	W	2 2.00 3 3.00	1.50 2.50	1.00
Steam Golem (#95) Steam Golem (#96)	S	3 3.00 4 4.00	3.00	3.00
Summoner (#154)	Ü	6 20.00	15.00	13.50
Technomancer (#52)	W	2 2.00	1.50	1.00
Technomancer (#53)	S	3 3.00	2.50	2.00
Technomancer (#54)	T	4 4.00	3.00	2.50
Temple Blademaster (#106)	W	3 3.00	2.50	2.00
Temple Blademaster (#107)	S	4 4.00	3.00	2.50
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	J				,
Temple Blademaster (#108) Temple Lord (#153) Tribal Brute (#118) Tribal Brute (#119) Tribal Brute (#119) Tribal Brute (#120) Troll Brawler (#64) Troll Brawler (#65) Troll Knight (#148) Utem Crossbowman (#1) Utem Crossbowman (#3) Utem Guardsman (#5) Utem Guardsman (#5) Utem Guardsman (#5) Utem Guardsman (#6) Werebear (#141) Werebear (#141) Werebear (#141) Werebear (#141) Werewolf (#138) Whelp (#144) Whelp (#144) Whelp (#144) Whitting Golem (#7) Whirting Golem (#7) Whirting Golem (#8) Wood Golem (#61) Wood Golem (#62) Wood Golem (#62) Wood Golem (#62) Woodland Scout (#14) Woodland Scout (#14) Woodland Scout (#15) Tombie Baron (#149)	TUWSTWSTWSTWSTWSTUWSTWSTU	56234234612312334534561232341236	5.00 17.50 2.00 4.00 2.00 3.00 4.00 17.50 1.00 2.00 3.00 4.00 3.00 4.00 3.00 4.00 5.00 2.00 2.00 3.00 4.00 4	1.50 2.50 0.80 0.80 2.50 0.80 2.50 0.80 2.50 2.50 2.50 2.50 2.50 2.50 2.50 2.5	3.300 13.500 2.000 2.500 2.500 0.600 1.000 2.000 2.000 2.000 2.000 2.000 2.500 3.300 2.000 2.500 3.300 2.500
		3			2.00
Zombie Baron (#149)	Ü	6	17.50	15.00	14.50
Total		-		585.60	484.80
LANCERS (142 Figures)			UPPE	R MEDIAN	LOWER
Lancers Set		8		840.00	

LANCERS (142 Figures)		UPPER	R MEDIAN	LOWER
Lancers Set		845.00	840.00	770.00
Lancers Limited Prize Set		840.00	840.00	840.00
Lancers Booster Pack		7.70	7.30	7.00
MANAGE COMPAGE	DAR	upper	. AACOLAN	Lower
	RAR		MEDIAN	
Abydor (160)	UR	10.50		
Boombock (155)	UR	10.00	10.00	8.50
Cormelian the Savior (170)	UR	18.00	11.00 ▼	
Doomathiak (163)	UR	44.25		
Elroodon Lightfoot (167)	UR	48.00		
Gale Bronzeboss (149)	UR	21.75		
Gishki (156)	UR	12.00		9.00
Grim Ivydown (152)	UR	18.00		
Gûlthak Gaddar (171)	UR	36.75		
Hag Hebrodia (166)	UR	40.50		
Harrowblade Broor (172)	UR	78.00		
Hierajet (162)	UR	25.50	11.00▼	
Jolum the Fish (144)	UR	10.00		8.50
Karnandria (161)	UR	66.25		
Keening Daemona (165)	UR	78.00	11.00 7	
Laurell (146)	UR	21.75	11.00 7	
Lightning Tallman (150)	UR	12.00	12.00	9.00
Mogga Crackshot (157)	UR	12.00	10.00	7.90
Nuren the Tooth (174)	UR	29.25	11.00 7	
Podo (158)	UR	16.50	11.00 ▼ 9.00 ▼	8.50
Rathgad Thunderhoof (168)	UR	10.50		7.90
Rendark (148)	UR UR	11.50	10.00 18.50	8.50
Scarabet (159)	UR	25.00 71.25		9.00
Scythapox (164)	UR	15.00	13.50 ▼ 13.50	9.00
Shazardek (143)	UR	12.00	11.00 🔻	8.50
Slurshem (Zombie) (147)	UR	53.75	23.50 ▼	
Snagu (173) Squire Thommas (151)	UR	11.50	10.00	8.50
Taska Lakelore (154)	UR	11.50	10.00	8.50
Willow Nock (153)	UR	11.50		8.50
Woodroot (145)	UR	12.00	11.00	
Yanna Fairhame (169)	UR	52.50	21.00 7	
Tallia Falliante (109)	un	32.30	21.00 V	3.00

FIGURE NAME	RANK	RAR	UPPER	MEDIAN	LOWER
Ankhar Archer/Ankhar (130)) W	3	2.70	2.30 🛦	2.00
Ankhar Archer/Ankhar (131)	S	4	3.70	3.30 ▲	3.00
Ankhar Archer/Ankhar (132)	T	5	5.00	5.00	4.00
Ankhar Butcher/Ankhar (124		3	2.80	2.40	2.00
Ankhar Butcher/Ankhar (12)	5) \$	4	3.70	3.40	3.00
Ankhar Butcher/Ankhar (126		5	5.00	5.00	4.00
	_	_			





Mage Knight



Barber-Surgeon (076) ST Barber-Surgeon (077) 2.60 2.30 4 2.00 Barber-Surgeon (078) 3.50 Bone Grinder (073) 1.60 1.00 1.50 Bone Grinder (074) 2.60 2.30 Bone Grinder (075) 3.00 1.90 3.70 3.30 A Cave Archer (127) Cave Archer (128) 2.40 3.70 3.30 3.00 Cave Archer (129) 5.00 4.00 2.40 ▲ 3.30 ▲ 1.90 2.90 Cave Butcher (121) 3.00 Cave Butcher (122) Cave Butcher (123) 5.10 1.00 5.00 1.00 4.00 Centaur Archer (010) Centaur Archer (011) 1.80 1.60 1.40 Centaur Archer (012) 1.60 2.60 3.70 1.00 1.50 2.20 A 1.00 Centaur Lieutenant (052) Centaur Lieutenant (053) Centaur Lieutenant (054) 3.50 3.00 0.70 Centaur Outrider (007) 2.00 1.80 A 2.80 1.40 2.30 Centaur Outrider (008) S T U Centaur Outrider (009) Champion (137) 25.25 19.50▼ 1.00 14.75 Deepwood Sentinel (034) ST Deepwood Sentinel (035) Deepwood Sentinel (036) 1.60 2.60 1.40 1.80 2.80 Elf-at-Arms (028) Elf-at-Arms (029) 1.00 1.00 0.70 Elf-at-Arms (030) Elven Zealot (061) 3.00 2.80 2.40 Elven Zealot (062) 2.80 2.30 🛦 2.00 Elven Zealot (063) 3.50 3.30 Faith Healer (064) 1.70 1.50 1.00 Faith Healer (065) 2.20 4 2.00 3.50 3.30 A 2.70 A Faith Healer (066) 4 3.00 Fell Banshee (103) 2.00 Fell Banshee (104) Fell Banshee (105) 4 5 3.50 3.30 ▲ 3.00 5.30 5.00 3.90 Fell Reaper (097) Fell Reaper (098) 2.00 3.00 2.50 ▲ WSTWSTWSTWSTWSTWST 3.50 3.30 🛦 5.10 Fell Reaper (099) 5.00 3.90 Flesh Golem (055) 1.50 1.00 Flesh Golem (056) 2.20 ▲ 2.00 3.70 1.00 3.00 0.70 Flesh Golem (057) 4 1 2 3 1 3.30 Goblin Archer (043) 1.00 Goblin Archer (044) 1.80 1.60 1 40 2.70 A 1.00 2.00 Goblin Archer (045) Goblin Cannibal (040) 1.00 1.40 Goblin Cannibal (041) 1.60 Goblin Cannibal (042) 3.00 2.80 Goblin Grenadier (037 1.00 0.70 1.80 ▲ 2.70 ▲ Goblin Grenadier (038) 2.00 1.40 2.30 0.70 1.40 2.40 2.00 3.00 4.00 Goblin Grenadier (039) 3.00 Goblin Volunteer (046) 1.00 1.00 1.60 Goblin Volunteer (047) Goblin Volunteer (048) 2.80 2.50 3 00 Hvy. Cavalier(118) 3.00 3.30 A 5.00 Hvv. Cavalier (119) 3.70 Hvy. Cavalier (120) Hvv. Lancer (112) 3.00 2.60 ▲ 3.30 ▲ 2.00 Hvy. Lancer (113) 4.10 5.10 26.75 5.00 20.00 Hwy Lancer (114) 4.00 17.50 13.50 1.00 2.00 3.00 High Battle Mage (133) Ü High Elf General (139) Huntsman (058) 16.00♥ 1.50 23.25 1.70 Huntsman (059) 2.80 2.40 A 3.00 Huntsman (060) 3.50 1.00 2.00 3.00 1.00 1.80 A 3.00 1.00 1.60 0.70 1.40 2.00 0.70 Iron Lung ["lorn Lung"] (004) W Iron Lung ["lorn Lung"] (005) S Iron Lung ["Iorn Lung"] (006) T Khamsin Gunslinger (022) W 1.40 2.80 Khamsin Gunslinger (023) 1.80 Khamsin Gunslinger (024) 3.00 3.00 6 25.25 6 28.00 12.75 15.00 King o/t Dead (135) 18 50 7 Lich (141) 20.50▼ Lt. Cavalier (115) Lt. Cavalier (116) 3.00 2.30 ▲ 3.30 ▲ 1.90 3 4 5.10 5.00 2.30 A Lt. Cavalier/Lt. (117) 4.00 5 3 4 5 1 Lt. Lancer (109) 2.00 3.00 Lt. Lancer (110) 3.80 3.30 ▲ Lt. Lancer (111) 5.10 4.50 4 Longbow Archer (031) 1.00 1.00

Longbow Archer (032) 1.80 A 3.00 1.00 1.60 3.00 1.00 1.60 3.00 18.25 V 2.30 A 3.30 A 3.00 1.00 1.80 3.00 Longbow Archer (033) Lurker (016) 2.00 Lurker (017) 1.40 2.30 Lurker (018) Marsh Zombie (013) 1.00 1.80 3.00 23.00 0.70 Marsh Zombie (014) 2.80 Marsh Zombie (015) Ü Martyr/Lt. Warhorse (138) 6 3 4 Night, Banshee (106) 2.80 3.70 1.80 Night. Banshee (107) 5.00 2.30 A 3.40 5.00 2.50 A 3.40 5.10 3.90 Night, Banshee (108) Night. Reaper (100) Night. Reaper (101) 3.80 5.30 3.00 4 5 3 4 5 3 Night. Reaper (102) Scorpem Xbowman (091) Scorpem Xbowman (092) 3.00 2.00 WSTWSTWST Scorpem Xbowman (093) Scorpem Gunner (085) 5.10 5.00 2.50 4.00 2.00 Scorpem Gunner (086) Scorpem Gunner (087) 3.60 5.00 3.00 4 5 3.30 A 5.00 1.00 1.60 3.00 1.50 Shield Maiden (019) Shield Maiden (020) 1.00 0.70 1.40 2 3 2 3 4 Shield Maiden (021) 3.00 2.00 Shieldwall Knight (067) 1.00 Shieldwall Knight (068) Shieldwall Knight (069) 2.60 2.30 ▲ 3.30 ▲ 2.00 3.00 Soaring Xbowman (094) 2.50 A 3.30 A 4.50 A 2.60 A 3.50 5.00 1.50 2.50 WSTWSTW 3 4 5 3 Soaring Xbowman (095) 2.90 5.00 Soaring Xbowman (096) 3.80 Soaring Gunner (088) 2.00 Soaring Gunner (089) Soaring Gunner (090) 3.80 4 5 2 3 4 1 2 3 5.30 4.00 Specter (079) 2.00 1.20 Specter (080) 3.00 3.50 1.00 1.60 3.00 Specter (081) 3.80 3.00 0.70 1.40 2.00 Squire (025) Squire (026) 1.80 Squire (027) 17.50 V 1.50 2.30 A Taskmaster (140) 6 23.00 13.00 Technomancer (049) Technomancer (050) 1.50 2.80 1.30 2 3.50 19.50 V 1.50 2.40 A 4 3.50 6 27.75 3.00 17.00 Technomancer (051) Techun (134) Tribal Brute (070) 1.60 2.80 1.00 ST Tribal Brute (071) 2.00 4 3.50 6 26.75 3.00 18.50 3.00 15.00 Tribal Brute (072) Uhlrik Charger (136) 1.50 Whelp (082) Whelp (083) 1.70 3.00 1.30 2 3 4 1 Whelp (084) Whirling Golem (001) 3.80 3.00 3.00 0.70 Whirling Golem (002) Whirling Golem (003) 2 3 2.00 1.80 A 3.00 1.40 Total 645.05 543.65 439.10 WHIRLWIND (142 Figures) UPPER MEDIAN LOWER 798.75 757.50 ▲ 716.25 885.00 870.00 ▲ 855.00 7.10 7.00 7.00 Whirlwind Set Whirlwind Limited Prize Set Whirlwind Booster Pack FIGURE NAME RANKRAR UPPER 0.50 1.00 2.00 1.00 Amazon Mancatcher (22) Amazon Mancatcher (23) 1.00 1.70 1.00 232341231 1.40 Amazon Mancatcher (24) 2.70 2.30 A 1.00 Battle Queen (49) 2.00 2.70 0.50 1.00 2.20 3.50 Battle Queen (50) 2.00 3.00 1.00 1.50 2.30 1.00 1.50 2.30 1.50 Battle Queen (51) Berserker (31) Berserker (32) 1.00 2.70 2.00 Berserker (33) Bond Maker (46) Bond Maker (47) Bond Maker (48) 1.70 1.00 1.00 2.00 2.30 0.50 Clurch Piper (64) Clurch Piper (65) 1.10 1.00 Clurch Piper (66) Crystal Sprite (10) 3.50 3.00 0.90 Crystal Sprite (11) Crystal Sprite (12) 1.70 2.70 1.50 2.30 1.00 Dwarven Mtd. Fuser (103) Dwarven Mtd. Fuser (104) 2.20 2.00 2.70 1.50 Dwarven Mtd. Fuser (105) Dwarven Ram (106) 5.00 3.60 3.00 1.50 2.00 3.50 5.00 1.10 2.20 Dwarven Ram (107) Dwarven Ram (108) 2.70 3.00 Dwarven Rotary Fuser (58) 1.00 1.00 Dwarven Rotary Fuser (59) Dwarven Rotary Fuser (60) 1.00 0.80 Elite Surok Apprentice (4)

23234123345345234123 0.50 1.00 1.90 1.30 V 2.30 A Elite Surok Apprentice (5) Elite Surok Apprentice (6) 2.70 Emerald Glade Mystery (133) U 16.00 6 3 4 5 1 2 Galeshi Cavalryman (97) 2.20 3.50 5.00 2.00 1.50 2.70 A 3.70 A 2.00 Galeshi Cavalryman (98) Galeshi Cavalryman (99) Galeshi Dervish (19) Galeshi Dervish (20) 1.00 0.90 0.50 Galeshi Dervish (21) Galeshi Ram Charger (100) 2.70 2.30 1.90 2.00 1.80 Galeshi Ram Charger (101) Galeshi Ram Charger (102) 3.50 2.00 5.00 3.70 3.00 Golden Orb Myrmidon (135) Half-troll Behemoth (138) 17.50 V 13.50 6 23 50 13.50 Heart Seeker (43) 1.00 0.50 ST 0.80 1 2 3 3 1.30 V 2.30 A 1.00 1.90 1.50 Heart Seeker (44) 1.70 2.70 Horned Hatchetkrugg (109) Horned Hatchetkrugg (110) 2.00

Horned Hatchetkrugg (111) 5 5.00 4.00 ▲ 3.00 Horned Impaler (115) Horned Impaler (116) 2.20 1.40 2.70 Horned Impaler (117) Immortal Fanatic (61) 5.00 1.00 1.00 2.20 Immortal Fanatic (62) 2.00 1.90 Immortal Fanatic (63) 3.00 Incendiary Golem (1) Incendiary Golem (2) 1.00 0.50 1.00 1.70 1.30 V Incendiary Golem (3) Krugg Heaver (40) 2.70 1.90 1.00 0.80 0.50 Krugg Heaver (41) Krugg Heaver (42) 1.70 1.30 1.00 2.30 A 14.50 V 1.90 12.75 2.70 Krugg Seer (139) 16.50 Krugg Thug (37) Krugg Thug (38) Krugg Thug (39) Launcher (34) 1.00 0.80 v 1.30 v 0.50 2.70 2.30 1.90 1.00 1.70 1.30 V 2.30 A Launcher (35) 1.00 Launcher (36) 1.90 1.70 1.00 Mind Thief (76) 1.00 Mind Thief (77) 2.00 3.50 25.25 Mind Thief (78) 3.00 2.00 Mortis Draconum (142) U 22.50 V 19.50 Mtn. King (136) Nightwitch (55) 23.50 19.50 **v** 17.50 1.00 1.10 2.20 2.00 2.00 Nightwitch (56 Nightwitch (57) Orc Captain (137) Rancid Bloodsucker (16) 17.50 1.00 1.70 2.70 15.00 0.80 v 14.75 0.50 W S T 6 Rancid Bloodsucker (17) Rancid Bloodsucker (18) 1.30 ▼ 2.30 ▲ 1.00 1.90 0.80 ▼ 1.30 ▼ 2.30 ▲ 1.00 0.50 1.00 1.90 1.00 Rivvenguard (28) Rivvenguard (29) 1.00 Rivvenguard (30) Scalesworn Thrall (82) 2.70 Scalesworn Thrall (83) Scalesworn Thrall (84) 2.20 2.00 1.90 2.70 1.50 3.00 Serpent Invader (127) Serpent Invader (128) 2.20 2.00 2.70 2.00 Serpent Invader (129) Serpent Sniper (121) 5.00 3.00 1.50 3.70 2.00 Serpent Sniper (122) Serpent Sniper (123) 3.50 2.70▲ 2.00 3.70 3.00 Shelled One (67) Shelled One (68) 1.00 1.00 2.20 2 00 Shelled One (69) Shyft Fiend (140) 3.50 23.50 15 00 13 00 13.50 Shyft Matriarch (141) 24.25 15.00 Sislith Bladesman (88) 2.20 2.00 3.50 Sislith Bladesman (89) 2.70 🛦 2.00 Sislith Bladesman (90) 3.70 4 3.00 Sislith Tracker (94) 2.20 2.00 1.80 Sislith Tracker (95) 2.70 2.00 3.00 S 3.50 Sislith Tracker (96) 5.00 3.70 Soul Stealer (79) 1.10 1.00 1.00 Soul Stealer (80) 2.00 Soul Stealer (81) 3.50 3.00 2.70 0.50 1.00 1.90 1.50 2.00 1.00 1.70 2.70 Standard Bearer (25) 0.80 1.30 ▼ 2.30 ▲ Standard Bearer (26) Standard Bearer (27) Swooping Invader (130) Swooping Invader (131) 2 20 2.00 3.50 5.00 2.20 2.70 3.00 1.50 2.00 3.00 Swooping Invader (132) Swooping Sniper (124) 3.70 ▲ 2.00 2.70 S Swooping Sniper (125) Swooping Sniper (126) 3.50 5.00 3.70 Tanglewood Spirit (7)
Tanglewood Spirit (8) 1.00 0.90 0.50 Tanglewood Spirit (9) Thorn Crawler (70) 2.70 2.30 2.00 Thorn Crawler (70)
Thorn Crawler (71)
Thorn Crawler (72)
Thunderdoom Troll (134)
Tormented Soul (73) 2.20 2.00 3.20 2.00 3 Ü 25.00 1.30 19.75 V 18.75 2.00 3.00 2.00 2.70 2.50 3.50 Tormented Soul (74) 2.00 Tormented Soul (75) Unicorn Bladesman (85) Unicorn Bladesman (86) 2.20 3.50 1.50 Unicorn Bladesman (87) Unicorn Tracker (91) 5.00 3.70 A 2.00 3.00 1.50 Unicorn Tracker (92) Unicorn Tracker (93) 3.50 5.00 2.70 A 3.70 A 2.00 3.00 War Hatchetkrugg (112) War Hatchetkrugg (113) 2.20 2.00 1.50 2.70▲ War Hatchetkrugg (114) War Impaler (118) 2.00 2.70 A 3.70 A 2.20 1.50 2.00 War Impaler (119) War Impaler (120) 5.00 3.00 Wild Mtn. Troll (52) Wild Mtn. Troll (53) 1.00 2.50 2.00 Wild Mtn. Troll (54) 3.50 2.80 Zombie Hound (13) 0.50 1.00 1.00 Zombie Hound (14) 1.70 1.00 Zombie Hound (15) 2.70 2.30 2.00 Total 452.85 V 376.55

DUNGEONS (100 Figures) **UPPER MEDIAN LOWER** Dungeons Set Dungeons Limited Prize Set 418.75 412.50 ¥ 406.25 155.00 110.00 110.00 Dungeons Starter Pack Dungeons Booster Pack 7.00 7.00 6.80 FIGURE NA Alsyn Vale (81)

Sinister Booster Pack Centaur Champion (#92) 15.50 9.00 7 7.30 Centaur Medic (#40) Centaur Medic (#41) 1.50 2.50 2.00 3.50 3.00 Centaur Medic (#42) 5 5.00 6 13.00 Corrupted Priest (#70) 9.00 7 Corrupted Priest (#71)

NISTER (100 Figures)

Sinister Limited Prize Set

Sinister Set

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502.75 455.50 375.00 250.00

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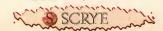
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Armored Chalaten (7)	140	1 000	0.00	0.50
Armored Skeleton (7)	W	1 0.90	0.80	0.50
Armored Skeleton (8)	S	2 1.80	1.50	1.00
Armored Skeleton (9)	Ţ	3 2.80	2.00	1.80
Avante Reaver (86)	U	6 10.50 6 12.75	9.00 ₹	8.50
Barber Hurgg (95)	U	6 12.75	9.50 ▼	8.00
Chaotic Grimm (94) Daketh Zhagrim (87)	U	6 13.00	9.00▼	7.80
Daketh Zhagrim (87)	U	6 11.50	9.00▼	7.50
Daren Brakensword (69)	U	6 10.50	10.00	9.00
Deadwood Golem (52)	W	3 2.50	2.00	1.50
	S			
Deadwood Golem (53)			3.00	3.00
Deadwood Golem (54)	T	5 5.00	4.00	3.80
Demolishing Ape (28)	W	2 1.80	1.00	1.00
Demolishing Ape (29)	S	3 2.50	2.00	1.80
Demolishing Ape (30)	T	4 3.80	3.00	3.00
Erithia Starsdawn (82)	Ü	6 10.00	8.00▼	6.80
Flame Minion (62)	Ŭ	6 15.50	12.00▼	9.00
Gargoyle (16)	W	1 0.90	0.80	
				0.50
Gargoyle (17)	S	2 1.80 3 2.80	1.50	1.00
Gargoyle (18)	T	3 2.80	2.00	1.80
Gate Lord (68)	U	6 15.50	10.00 ▼	7.00
Gnoll Fletcher (4)	W	1 0.90	0.80	0.50
Gnoll Fletcher (5)	S	2 1.80	1.50	1.00
Gnoll Fletcher (6)	Ť	2 1.80 3 3.00	2.00	1.80
Gnoll Hunter (1)	W	1 0.90		
	44		0.80	0.50
Gnoll Hunter (2)	S	2 1.80	1.50	1.00
Gnoll Hunter (3)	T	3 2.80	2.00	1.80
Hitash Levat (85)	U	6 10.25	8.00▼	6.80
Hydra Serpent (43)	W	3 2.50	2.00	1.50
Hydra Serpent (44)	S	4 3.50	3.00	3.00
Hydra Serpent (45)	T	5 5.00	4.00	3.80
Jarl Frostriven (89)	Ü	6 10.25	8.50▼	6.50
	Ŭ	6 10.25	0.00	
Joram Hawklord (78)		6 10.25 6 10.25	9.00▼	6.50
Kamune the Mighty (97)	U	6 10.25	8.50▼	6.50
Kimble Garn (92)	U	6 10.25	8.00▼	6.80
Lizard Man (13)	W	1 0.90	0.80	0.50
Lizard Man (14)	S	2 1.80	1.00	1.00
Lizard Man (15)	Ť	3 2.80	2.00	1.80
Locksmith Karg (100)	Ü	6 10.25	9.00▼	6.50
Lord Oron (77)	Ü			0.50
Lord Oren (77) Maboc the Bully (93)		6 10.25	8.50▼	6.50
Madoc the Bully (93)	U	6 10.75	9.00▼	7.00
Mage-king Alment Lan (70)	U	6 10.50	7.50 ▼	6.00
Magma Guardian (19)	W	2 1.80	1.00	1.00
Magma Guardian (20)	S	3 2.50	2.00	1.80
Magma Guardian (21)	T	4 3.80	3.00	3.00
Manticore (49)	W	3 2.50	2.00	1.50
	0	4 2 50		
Manticore (50)	S	4 3.50	3.00	3.00
Manticore (51)	1	5 5.00 3 2.50	4.00	3.80
Medusa (40)	W	3 2.50	2.00	1.50
Medusa (41)	S	4 3.50	3.00	3.00
Medusa (42)	T	5 5.00 3 2.50	4.00	3.80
Minotaur Mage (37)	W	3 2.50	2.00	1.50
Minotaur Mage (38)	S	4 3.50	3.00	3.00
Minotaur Mage (39)	T	5 5.00	4.00	3.80
Minotaur Warrior (34)	W			
Minotour Warrior (34)		2 1.80	1.00	1.00
Minotaur Warrior (35)	S	3 2.50	2.00	1.80
Minotaur Warrior (36)	I.	4 3.80	3.00	3.00
Morg Bloodspiller (99)	U	6 11.50	8.50▼	7.00
Norfur Thott (98)	U	6 10.25	9.00 ▼	6.50
Oracle Matteo (71)	U	6 10.00	8.00▼	6.50
Potbellied Gremlin (25)	W	2 1.80	1.00	1.00
Potbellied Gremlin (26)	S	3 2.50	2.00	1.80
Potbellied Gremlin (27)	Ť	4 3.80		
Driggt Mandfanner (70)			3.00	3.00
Priest Wyndfenner (79)	Ü	6 10.00	9.00▼	6.50
Priestess Wylune (83)	U	6 10.00	8.00▼	6.50
Revenant Priest (67)	U	6 15.00	10.50▼	9.00
Rock Minion (64)	U	6 14.25	10.00▼	8.00
Satyr (22)	W	2 1.80	1 00	1.00
Satyr (23)	S	3 2.50	2.00	1.80
Satyr (24)	Ť	4 3.80	3.00	3.00
Scholar-magus Bessa (74)	Ü	6 13.00	9.00▼	7.50
Secris of Caero (80)	Ü	6 9.80		
Carillia Cilvarblada (72)			9.00	6.50
Serillia Silverblade (73)	U	6 10.25	9.00 ▼	6.50
Shayle (84)	U	6 12.50	7.50▼	6.50
Skeleton Archer (10)	W	1 0.90	0.80	0.50
Skeleton Archer (11)	S	2 1.80	1.50	1.00
Skeleton Archer (12)	T	3 2.80	2.00	1.80
Sneaky Grook (96)	Ü		8.50▼	6.50
Thanatos Reaper (66)	U	6 11.50 6 15.25	12.00▼	9.80
Tinker Geeley (90)	Ŭ	6 10.25	8.50▼	6.50
Tor Thundercloud (91)	Ŭ	6 10.25	9.00▼	6.00
Treesiana (75)	Ü			
			8.00	6.80
Vermin Plinker (88)	U	6 10.25	8.00	6.00
Water Minion (63)	U	6 13.50	12.00	9.80
Wereboar (55)	W	3 2.50	2.00	1.50
Wereboar (56)	S	4 3.50	3.00	3.00
Wereboar (57)	T	5 5.00	4.00	3.80
Werecat (31)	W	5 5.00 2 1.80	1.00	1.00
Werecat (32)	S	3 2.50	2.00	1.80
Werecat (33)	Ť	4 3.80	3.00	3.00
Weresabertooth (58)	W	3 2.50	2.00	1.50
		4 3.50		
Weresabertooth (59)		4 5.00	3.00	3.00
	S		4.00	
Weresabertooth (60)	T	5 5.00	4.00	4.00
Weresabertooth (60) Wind Minion (61)	U	5 5.00 6 13.25	10.00▼	8.50
Weresabertooth (60) Wind Minion (61) Wyvern (65)	U	5 5.00 6 13.25 6 16.75	10.00▼ 13.00▼	8.50 12.50
Weresabertooth (60) Wind Minion (61) Wyvern (65) Zenephret (76)	U	5 5.00 6 13.25 6 16.75 6 11.00	10.00 V 13.00 V 8.50 V	8.50 12.50 7.00
Weresabertooth (60) Wind Minion (61) Wyvern (65)	U	5 5.00 6 13.25 6 16.75 6 11.00	10.00▼ 13.00▼	8.50 12.50 7.00





Animated Mud (46)

Animated Mud (47)

Animated Mud (48) Arman Gessep (72)

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Corrupted Priest (#72) Death Merchant (#43)	T W	5 5.00 2 2.00	5.00 1.30	4.00 1.00
Death Merchant (#44)	S	3 3.00	2.50	2.00
Death Merchant (#45)	T	4 4.00	3.00	3.00
Detonating Zombie (#76) Detonating Zombie (#77)	S	3 3.00 4 4.00	2.50 3.50	2.00 3.00
Detonating Zombie (#78)	T	5 5.00	5.00	4.00
Digger (#58)	W	2 2.00	1.30	1.00
Digger (#59)	S	3 3.00	2.50	2.00
Digger (#60) Dwarven Axe-knight (#52)	T W	4 4.00 2 2.00	3.00 1.30	3.00 1.00
Dwarven Axe-knight (#53)	S	3 3.00	2.50	2.00
Dwarven Axe-knight (#54)	Ţ	4 4.00	3.00	3.00
Dwarven Miner (#22) Dwarven Miner (#24)	T	1 1.00	0.80 2.50	0.50 1.90
Dwarven Pikeman (#19)	W	1 1.00	0.80	0.50
Dwarven Pikeman (#20)	S	2 2.00	1.30	1.00
Dwarven Pikeman (#21)		3 3.00	2.50	2.00
Dwarven Stomper (#94) DwarvenMiner (#23)	S	6 18.75 2 2.00	1.70	12.00 1.00
Elven Demi-magus (#61)	W	3 3.00	2.50	2.00
Elven Demi-magus (#62)	S	4 4.00	3.00	3.00
Elven Demi-magus (#63) Elven Recruit (#25)	W	5 5.00 1 1.00	5.00 0.80	4.00 0.50
Elven Recruit (#26)	S		1.30	1.00
Elven Recruit (#27)	T	3 3.00	2.50 °	2.00
Fanged Gunslinger (#73)	W		2.50	2.00
Fanged Gunslinger (#74) Fanged Gunslinger (#75)	S	4 4.00 5 5.00	3.00 5.00	3.00 4.00
Fighting Automaton (#4)	W	1 1.00	0.80	0.50
Fighting Automaton (#5)	S	2 2.00	1.30	1.00
Fighting Automaton (#6) Fodder (#28)	T W	3 3.00	2.50 0.80	2.00 0.50
Fodder (#29)	S		1.30	1.00
Fodder (#30)	T	3 3.00	2.50	2.00
Gibbering Ghoul (#13) Gibbering Ghoul (#14)	S	1 1.00 2 2.00	0.80 1.30	0.50 1.00
Gibbering Ghoul (#15)	Ť	3 3.00 3 3.00	2.50	2.00
Golem Mechanic (#79)	W	3 3.00	2.50	2.00
Golem Mechanic (#80)	S	4 4.00 5 5.00	3.00 5.00	3.00 4.00
Golem Mechanic (#81) Impaling Golem (#31)	W	5 5.00 2 2.00	1.30	1.00
Impaling Golem (#32)	S	3 3.00	2.50	2.00
Impaling Golem (#33)	T	4 4.00	3.50	3.00
Infantry Captain (#55) Infantry Captain (#56)	S	2 2.00 3 3.00	1.30 2.50	1.00 2.00
Infantry Captain (#57)	Ť	4 4.00	3.00	3.00
Magestone Lord (#34)	W	3 3.00	2.50	1.90
Magestone Lord (#35) Magestone Lord (#36)	S	3 3.00 4 4.00	2.50 3.00	2.00 3.00
Mummy (#95)	Ü	6 19.25	15.00	13.75
Necropolis Judge (#93)	U	6 21.25	15.00	15.00
Nightfiend (#46) Nightfiend (#47)	S	2 2.00 3 3.00	1.30 2.50	1.00 2.00
Nightfiend (#48)	Ť	4 4.00	3.00	3.00
Scouting Automaton (#1)	W	1 1.00	0.80	0.50
Scouting Automaton (#2)	S	2 2.00 3 3.00	1.30	1.00 2.00
Scouting Automaton (#3) Sentry Golem (#50)	s	3 3.00	2.50 2.50	1.90
Sentry Golem (#51)	Ť	4 4.00	3.00	2.80
SentryGolem (#49)	W	2 2.00	1.70	1.00
Solonavi Avenger (#96) Solonavi Creator (#100)	U	6 26.25 6 27.50	20.00	14.75 15.00
Solonavi Destroyer (#97)	Ü	6 26.25	20.00	14.75
Solonavi Striker (#98)	U	6 27.50	17.50	14.75
Solonavi Tormentor (#99) Throttle Worms (#16)	W	6 26.25	20.00	14.75 0.50
Throttle Worms (#17)	S	2 2.00	1.30	1.00
Throttle Worms (#18)	T	3 3.00	2.50	2.00
Thunder Golem (#91) Tomb Horror (#85)	W	6 27.50 3 3.00	19.00	15.00 2.00
Tomb Horror (#86)	S	4 4.00	3.50	3.00
Tomb Horror (#87)	T	5 5.00	5.00	4.00
Trog (#88)	W	3 3.00 4 4.00	2.50	2.00
Trog (#89) Trog (#90)	S	4 4.00 4 4.20	3.00 3.50	3.00
Troll Gunner (#64)	W	3 3.00	2.50	2.00
Troll Gunner (#65)	S	4 4.00 5 5.00	3.00	3.00
Troll Gunner (#66) Troll Zombie (#67)	W	3 3.00	5.00 2.50	4.00 2.00
Troll Zombie (#68)	S	4 4.00	3.00	3.00
Troll Zombie (#69)	T	5 5.00 2 2.00	5.00	4.00
Warbear (#37) Warbear (#38)	S	2 2.00 3 3.00	1.30 2.50	1.00 2.00
Warbear (#39)	T	4 4.00	3.00	3.00
Warrior Sprite (#7)	W	1 1.00	0.80	0.50
Warrior Sprite (#8) Warrior Sprite (#9)	S	2 2.00 3 3.00	1.30	1.00 2.00
Woodland Sniper (#10)	W	1 1.00	0.80	0.50
Woodland Sniper (#11)	S	2 2.00	1.30	1.00
Woodland Sniper (#12)	T	3 3.00 3 3.00	2.50	2.00
Wrath Golem (#82) Wrath Golem (#83)	S	3 3.00 4 4.00	2.50 3.00	2.00 3.00
Wrath Golem (#84)	Ť	5 5.00	5.00	4.00
Total		506.95	397.00	326.05
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INFINITY CHALLENGE (150 Figures)
Infinity Challenge Set
Infinity Challenge Starter Pack
Infinity Challenge Booster Pack 646.25 597.50 20.00 20.00 7.00 7.00 548.75 20.00 6.50

	_	_	_	_
Annihilus (#65)	E	3 3.30	3.00	2.50
Annihilus (#66)	٧	4 4.30	4.00	3.50
Black Panther (#85)	B.	3 3.30	3.00	2.50
Black Panther (#86)	E	4 4.30	4.00	3.50 4.90
Black Panther (#87) Blade (#25)	R	5 5.60 1 1.40	5.30 1.00	0.90
Blade (#26)			2.00	1.30
Blade (#27)	E V	2 2.40 3 3.80 3 3.50	3.00	1.30 2.70 2.70
Blizzard (#88)	R	3 3.50	3.00	2.70
Blizzard (#89)	E	4 4.30	4.00	3.50
Blizzard (#90)	V	5 5.50 2 2.10	5.00	4.70
Boomerang (#40) Boomerang (#41)	R	2 2.10 3 3.30	2.00 3.00	1.30
Boomerang (#42)	V	4 4.30	4.00	3.50
Bullseye (#100)	R	3 3.30	3.00	2.50
Bullseye (#101)	E	4 4.30	4.00	3.50
Bullseye (#102)	٧	5 5.60	5.30	4.70
Captain America (#67)	R	3 3.80	3.00	2.70
Captain America (#68)	E	4 4.80	4.00	3.70
Captain America (#69)	V	5 6.00 6 26.25	5.80 25.00	4.70 18.75
Captain America (#148) Constrictor (#37)	R	6 26.25 2 2.10	2.00	1.30
Constrictor (#38)		2 2.10 3 3.30	3.00	2.50
Constrictor (#39)	E V	4 4.30	4.00	3.50
Controller (#115)	R	3 3.30	3.00	2.50
Controller (#116)	E V	4 4.30	4.00	3.50 4.70
Controller (#117)		5 5.50 3 3.80	5.00	4.70
Cyclops (#82) Cyclops (#83)	R	3 3.80 4 4.80	3.00 4.00	2.50 3.50
Cyclops (#84)	V	5 6.00	5.30	4.70
Cyclops (#147)	Ü	6 25.00	21.00	15.00
Daredevil (#97)	R	3 3.50	3.00	2.70
Daredevil (#98)	E	4 4.50	4.00	3.70
Daredevil (#99)	V	5 6.00 3 3.30	5.50	4.70
Dr. Strange (#124)	R	3 3.30 4 4.30	3.00	2.70
Dr. Strange (#125)	E V	4 4.30	4.00	3.70
Dr. Strange (#126) Elektra (#31)	R	5 5.60 2 2.40	5.30 2.00	4.70 1.30
Elektra (#32)	E	3 3.50	3.00	2.50
Elektra (#33)	V	4 4.50	4.00	3.50
Elektra (#144)	U	6 22.75	20.00	16.75
Firelord (#136)	R	3 3.30	3.00	2.50
Firelord (#137)	E	4 4.30	4.00	3.50
Firelord (#138)	٧	5 5.50	5.00	4.70
Henchman (#16)	R	1 1.00	1.00	0.90
Henchman (#17) Henchman (#18)	E V	2 2.10 3 3.00	2.00 3.00	1.30
Hercules (#118)	R	3 3.30	3.00	2.50
Hercules (#119)	E	4 4.30	4.00	3.50
Hercules (#120)	٧	5 5.50 2 2.10 3 3.30 4 4.30	5.00	4.70
Hobgoblin (#52)	R	2 2.10	2.00	1.50
Hobgoblin (#53)	E	3 3.30	3.00	2.50
Hobgoblin (#54)	V	4 4.30 2 2.60	4.00 2.00	3.50 1.70
Hulk (#58) Hulk (#59)		3 4.00	3.50	2.70
Hulk (#60)	V	4 5.00	4.50	3.70
Hydra Medic (#10)	Ė	1 1.10	1.00	0.90
Hydra Medic (#11)	E	2 2.10	2.00	1.00
Hydra Medic (#12)	V	2 2.10 3 3.00 1 1.10 2 2.10 3 3.00 2 2.60 3 3.80	3.00	2.30
Hydra Operative (#7)	R	1 1.10	1.00	0.90
Hydra Operative (#8)	E	2 2.10	2.00 3.00	1.00
Hydra Operative (#9) Jean Grey (#49)	V B	3 3.00 2 2.60	2.00	2.30
Jean Grey (#50)	E	3 3.80	3.00	2.50
Jean Grey (#51)	٧	4 4.80	4.00	3.50
Juggernaut (#79)	R	3 3.80	3.00	2.50
Juggernaut (#80)	E	4 4.80	4.00	3.50
Juggernaut (#81)	٧	5 6.00	5.30	4.70
Juggernaut (#146) Kang (#130)	U	6 25.00 3 3.30	25.00 3.00	19.75 2.50
Kang (#131)	Ë	4 4.30	4.00	3.50
Kang (#132)	٧		5.00	4.70
Kingpin (#43)	R	5 5.50 2 2.10	2.00	1.30
Kingpin (#44)	E	3 3.30	3.00	2.50
Kingpin (#45)	V	4 4.30	4.00	3.70
Klaw (#112)	B E	3 3.30 4 4.30	3.00	2.50 3.50
Klaw (#113) Klaw (#114)	٧	5 5.50	4.00 5.00	4.70
Magneto (#127)	R	3 4.00	3.50	2.70
Magneto (#128)	E	4 5.00	4.50	3.70
Magneto (#129)	V	5 6.00	5.80	4.70
Mr Hyde (#109)	A	3 3.30 4 4.30	3.00	2.50
Mr. Hyde (#110) Mr. Hyde (#111)	E V	4 4.30 5 5.50	4.00 5.00	3.50 4.70
Nightmare (#142)	Ŭ	6 22.75	19.00	14.25
Professor Xavier (#76)	R	3 3.30	3.00	2.50
Professor Xavier (#77)	E	4 4.30	4.00	3.70
Professor Xavier (#78)	٧	5 5.60	5.00	5.00
Professor Xavier (#145)	U	6 26.25	21.50	17.00
Puppet Master (#61)	R	2 2.10 3 3.50	2.00	1.30 2.70
Puppet Master (#62)	E V	3 3.50 4 4.40	3.00	3.60
Puppet Master (#63) Pyro (#91)	R	4 4.40 3 3.30	4.00 3.00	2.50
Pyro (#92)	E	4 4.30	4.00	3.50
Pyro (#93)	٧	5 5.50	5.00	4.60
Quasar (#140)	U	6 25.00	17.50	14.25
Quicksilver (#106)	R	3 3.30	3.00	2.50
Quicksilver (#107)	E V	4 4.30	4.00	3.50
Quicksilver (#108)	R	5 5.50 3 3.80	5.00 3.00	4.70
Rogue (#121) Rogue (#122)	E	4 4.80	4.00	2.50 3.50
Rogue (#123)	V	5 6.00	5.30	4.70
Sabretooth (#55)	R	2 2.60	2.00	1.70
Sabretooth (#56)	E	3 4.00	3.50	2.70
Sabretooth (#57)	V	4 5.00	4.50	3.70
Scarlet Witch (#103)	A E	3 3.30 4 4.30	3.00 4.00	2.50 3.50
Scarlet Witch (#104) Scarlet Witch (#105)	V	5 5.50	5.00	4.70
SHIELD Agent (#1)	R	1 1.10	1.00	0.90
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ge Knight/	He	ro(Clix
SHIELD Agent (#2) SHIELD Agent (#3) SHIELD Agent (#4) SHIELD Medic (#4) SHIELD Medic (#6) SHIELD Medic (#6) SHIELD Medic (#6) SHIELD Medic (#6) SKIUII Agent (#19) SKRUII Agent (#19) SKRUII Agent (#21) SKRUII Warrior (#23) SKRUII Warrior (#23) SKRUII Warrior (#23) SKRUII Warrior (#24) Spider-Man (#70) Spider-Man (#71) Spider-Man (#71) Spider-Man (#75) Ultron (#133) Thug (#14) Thug (#14) Thug (#14) SUltron (#134) Ultron (#134) Ultron (#135) Vision (#139) Ultron (#135) Vision (#139) Ultron (#136) R Ultron (#135) Vision (#139) Ultron (#141) SPIN (#141) Ultron (#141) SPIN (#141) S	2 2.00 3 3.00 1 1.10 2 2.00 3 3.00 1 1 1.00 2 2.00 3 3.00 2 2.00 3 3.00 3 3.00 1 1 1.00 2 2.00 3 3.00 3 3.00 3 3.00 4 4.30 4 4.50 2 2.00 3 3.30 4 4.50 6 25.00 2 2.00 3 3.30 5 5.50 1 1.10 3 3.30 5 5.50 1 1.10 3 3.30 5 5.50 1 1.10 3 3.30 5 5.50 6 25.00 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30 6 22.75 6 3 3.30	2.00 3.00 1.00 3.00 1.00 2.00 3.00 2.00 3.00 4.00 2.00 3.00 4.00 2.00 3.00 4.00 2.00 3.00 4.00 2.00 3.00 4.00 2.00 3.00 4.00 2.00 3.00 4.00 3.00 4.00 3.00 4.00 4.00 3.00 4.00 4	1.00 2.30 0.90 0.90 1.30 2.30 0.90 1.00 2.30 2.70 2.30 2.2.50 3.70 2.30 2.30 3.50 2.30 3.50 2.30 3.50 2.30 3.50 2.30 3.30 3.30 3.30 3.30 3.30 3.30 3.3
IOR RIN TRADING CA	D GS RD GAME		
LORD OF THE RINGS (365 Cards)		MEDIAN	
Lord of the Rings Set Lord of the Rings Deluxe Starter Lord of the Rings Starter Box	20.00	520.00 A 20.00 101.00 A	4/7.50 16.00 96.25

LORD OF THE RINGS (365 Cards)	UPPER	MEDIAN	LOWE
Lord of the Rings Set	632.00	520.00 ▲	477.50
Lord of the Rings Deluxe Starter	20.00	20.00	16.00
Lord of the Rings Starter Box	104.25	101.00 🛦	96.25
Lord of the Rings Booster Box	100.00	95.00	87.50
Lord of the Rings Starter Deck	11.25	11.00	10.0
Lord of the Rings Booster Pack	3.30	3.30	3.30
Foil Rare Card	11.00	8.00 🛦	6.50
Foil Uncommon Card	5.00	5.00 ▲	2.50
Foil Common Card	3.00	2.30 ▲	1.00
CARD NAME GRP I	AR HPPE	MEDIAN	LOWE

CARD NAME	GRP	RAR	UPPER	MEDIAN	LOWER
A Host Avails Little	SA	U	1.00	1.00	0.80
A Ranger's Versatility	GO		1.00	1.00	0.80
A Talent for Not Being Seen	SH	Ū	1.00	1.00	0.80
A Wizard Is Never Late	GA	Ř	4.00	4.00	4.00
Albert Dreary:					
Entertainer From Bree	GA	R	4.20	4.00 ▲	3.00
Alive and Unspoiled	IS	R	4.00	4.00	3.50
All Blades Perish	RW	ü	1.00	1.00	0.80
All Thought Bent on It	SA		1.00	1.00	0.80
All Veils Removed	RW	Ř	5.00	4.00	3.50
An Able Guide	GO		4.20	4.00	4.00
Ancient Chieftain	MO		5.00	4.00	4.00
Ancient Enmity	EL	Ü	1.00	1.00	0.80
Anduin Banks	lo.fa	C	0.25	0.25	0.10
Anduin Confluence		Ŭ	1.00	1.00	0.50
Anduin Wilderland		C	0.25	0.25	0.10
Aragorn: King In Exile	GO	P	6.00	5.50 A	2.00
Aragorn: Ranger Of The Nort			11.00	9.00 ₹	8.00
Aragorn's Bow	GO	R	5.30	5.00	5.00
Aragorn's Pipe	GO	Ü	1.00	1.00	0.80
Armor	GO	C	0.25	0.25	0.10
Arwen: Daughter Of Elrond	EL		12.00	10.00	8.00
Arwen's Fate	GO	R	4.00	4.00	4.00
Asfaloth	EL	IJ	1.00	1.00	0.80
Athelas	GO	II	1.00	1.00	0.80
Autelas Axe Strike	DW		0.25	0.25	0.10
Bag End	DAA	Ü	1.00	1.00	0.10
Balin's Tomb		U	1.00	1.00	0.50
Band of the Eve	SA	R	4.00	4.00	3.50
Barliman Butterbur:	OM	n	4.00	4.00	3.30
Prancing Pony Proprietor	C.A	U	1.00	1.00	0.80
Battle Fury	DW		0.25	0.25	0.10
Beauty Is Fading	RW		4.00		3.50
Bent on Discovery	RW		4.00	4.00	3.00
Bilbo Baggins:	IT VV	n	4.00	4.00	3.00
Retired Adventurer	SH	R	8.00	6.00	5.00
Bilbo's Pipe	SH		1.00	1.00	0.80
	MO		1.00	1.00	0.80
Bitter Hatred – Black Breath	RW		1.00	1.00	0.80
Black Steed	RW		4.50	4.00	4.00
Black Steed Blade of Gondor	GO	R	6.00	5.00	5.00
	RW		1.00	1.00	0.80
Blade Tip Border Defenses	EL		0.25	0.25	0.10
Border Detenses Boromir: Lord Of Gondor	GO		10.00	7.50	5.00
Boromir: Lord Of Gondor Boromir: Son Of Denethor	GO		1.00		0.80
Boromir: Son Of Denemor Boromir's Cloak	GO		1.00	1.00	0.80
Boromir's Gloak Bounder	SH	C	0.25	0.25	0.00
Douiluei	on	U	0.23	0.23	0.10

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Bow of the Galadhrim	EL	R	5.00	5.00	4.00
			0.00		
Bred For Battle	IS	C	0.25	0.25	0.10
Bree Gate		U	1.00	1.00	0.50
Bree Streets		U	1.00	1.00	0.50
Breeding Pit	IS	C	0.25	0.25	0.10
Breeland Forest	10	Ŭ	1.00	1.00	0.50
		Ü	1.00	1.00	0.50
Brown Lands					
Buckleberry Ferry		U	1.00	1.00	0.50
Caradhras Has Not Forgiven Us	IS	R	4.00	4.00	4.00
Cave Troll of Moria:					
Scourge Of The Black Pit	MO	R	10.00	7.00 🛦	6.00
Cave Troll's Hammer	MO	R	5.00	4.20 ▲	4.00
	EL	R	7.00	5.80	4.00
Celeborn: Lord Of Lórien					
Change of Plans	GO	R	4.00	4.00	3.00
Cleaving Blow	DW	C	0.25	0.25	0.10
Coat of Mail	GO	C	0.25	0.25	0.10
Council Courtyard		C	0.25	0.25	0.10
Cruel Caradhras	IS	R	4.00	4.00	3.00
Curse From Mordor	SA	Ü	1.00	1.00	0.80
Curse Their Foul Feet!	EL	R	4.00	4.00	3.00
Dagger Strike	GO	С	0.25	0.25	0.10
Dark Whispers	RW	R	4.00	4.00	3.00
Defiance	EL	C	0.25	0.25	0.10
Delving	DW	C	0.25	0.25	0.10
Denizens Enraged	MO	R	4.00	4.00	3.50
Despair	SA	R	4.00	3.90 ▲	3.00
Desperate Defense of the Ring		R	4.00	4.00	4.00
Desperate Measures	SA	R	4.00	4.00 ▲	3.00
Dimrill Dale		U	1.00	1.00	0.50
Double Shot	EL	R	5.80	4.00	4.00
Drawn to Its Power	RW	Ü	1.00	1.00	0.80
Drums in the Deep	MO	C	0.25	0.25	0.10
Durin's Secret	GA	R	4.00	4.00	4.00
Dwarf Guard	DW	C	0.25	0.25	0.10
Dwarrowdelf Chamber		U	1.00	1.00	0.50
Dwarven Armor	DW	C	0.25	0.25	0.10
Dwarven Axe	DW	Č	0.25	0.25	0.10
			0.23	0.20	
Dwarven Heart	DW	C	0.25	0.25	0.10
East Road		U	1.00	1.00	0.50
Elendil's Valor	GO	C	0.25	0.25	0.10
Elf-song	EL	C	0.25	0.25	0.10
Elrond: Lord Of Rivendell	EL	R	7.50	6.00▼	5.00
Elven Bow	EL	C	0.25	0.25	0.10
					0.10
Elven Cloak	EL	C	0.25	0.25	
Emyn Muil		U	1.00	1.00	0.50
Enduring Evil	SA	R	4.00	4.00	3.00
Enheartened Foe	SA	R	4.00	4.00 ▲	3.00
Eregion's Trails	GO	C	0.25	0.25	0.10
Ettenmoors		Č	0.25	0.25	0.10
	SH	Č	0.25	0.25	0.10
Extraordinary Resilience					
Farin: Dwarven Emissary	DW	С	0.25	0.25	0.10
Farmer Maggot:					
Chaser Of Rascals	SH	R	5.00	4.00	3.50
Farmer Maggot's Fields		U	1.00	1.00	0.50
Far-seeing Eyes	EL	C	0.25	0.25	0.10
Fear	RW	R	4.00	4.00	3.00
Foes of Mordor	GO	Ü	1.00	1.00	0.80
Fool of a Took!	MO	R	4.00	4.00 ▲	3.00
Forces of Mordor	SA	C	0.25	0.25	0.10
Ford of Bruinen		U	1.00	1.00	0.50
Foul Creation	EL	U	1.00	1.00	0.80
Frenzy	MO	C	0.25	0.25	0.10
Frodo: Old Bilbo's Heir	SH	Ř	10.00	8.00	6.00
Frodo: Son Of Drogo	SH	C	0.25	0.25	0.10
	on				
Frodo's Bedroom		U	1.00	1.00	0.50
Frozen by Fear	RW	U	1.00	1.00	0.80
Galadriel: Lady Of Light	EL	R	8.00	7.00 ▼	5.50
Galadriel's Glade		C	0.25	0.25	0.10
Gandalf: Friend Of The Shirefolk	GA		12.00	10.00	8.00
Gandalf: The Grey Wizard	GA	P	7.70	5.00	2.00
Gandalf's Cart	GA	Ü	1.00	1.00	0.80
Gandalf's Pipe	GA	U	1.00	1.00	0.80
Gift of Boats	EL	U	1.00	1.00	0.80
Gimli: Dwarf Of Erebor	DW	U	1.00	1.00	0.80
Gimli: Son Of Glóin	DW	R	8.00	7.50 ▼	6.00
Gimli's Battle Axe	DW	R	5.00	5.00	4.00
Gimli's Helm	DW	R	5.00	4.00	4.00
Glamdring	GA	R	6.00	5.00 ▼	4.50
Cleaning Chine Will Caumble	SA				
Glearning Spires Will Crumble		U	1.00	1.00	0.80
Goblin Archer	MO	R	5.00	4.00	3.00
Goblin Armory	MO	R	5.00	4.00	3.00
Goblin Backstabber	MO	C	0.25	0.25	0.10







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Goblin Domain	MO	R	4.00	4.00 ▲	3.00
Goblin Marksman	MO	C	0.25	0.25	0.10
Goblin Patrol Troop	MO		0.25	0.25	0.10
Goblin Runner	MO	U	1.00	1.00	0.80
Goblin Scavengers	MO	C	0.25	0.25	0.10
Goblin Scimitar	MO	C	0.25	0.25	0.10
Goblin Sneak	MO	Ŭ			
			1.00	1.00	0.80
Goblin Spear	MO	C	0.25	0.25	0.10
Goblin Swarms	MO	R	5.00	4.00	3.50
Goblin Wallcrawler	MO	C	0.25	0.25	0.10
Goblin Warrior	MO		0.25	0.25	
					0.10
Gondor's Vengeance	GO	C	0.25	0.25	0.10
Great Shield	GO	C	0.25	0.25	0.10
Greatest Kingdom of My People	DW	R	4.00	4.00 ▲	3.00
Greed	IS	R	4.00	4.00	3.00
	10				
Green Dragon Inn		U	1.00	1.00	0.50
Green Hill Country		U	1.00	1.00	0.50
Grimir: Dwarven Elder	DW	U	1.00	1.00	0.80
Guard Commander	MO	R	4.00	4.00	3.00
Gwemegil	EL	R	5.00	4.00	4.00
Haldir: Elf Of The Golden Wood		U	1.10	1.00	0.80
Halfling Deftness	SH	U	1.00	1.00	0.80
Halls of My Home	DW	C	0.25	0.25	0.10
Hate	SA	R	4.00	4.00	4.00
Here Lies Balin, Son of Fundin			0.25	0.25	
		C			0.10
Hobbit Appetite	SH	C	0.25	0.25	0.10
Hobbit Farmer	SH	C	0.25	0.25	0.10
Hobbit Intuition	SH	C	0.25	0.25	0.10
Hobbit Party Guest	SH	Č	0.25	0.25	
		0			0.10
Hobbit Stealth	SH	C	0.25	0.25	0.10
Hobbit Sword	SH	C	0.25	0.25	0.10
Host of Thousands	MO	C	0.25	0.25	0.10
Hunt Them Down!	IS	Ü	1.00	1.00	0.80
In the Ringwraith's Wake	RW	R	4.50	4.00	3.00
In the mingwidin's wake					
Intimidate	GA	C	0.25	0.25	0.10
Journey Into Danger Legolas: Greenleaf	SA	R	4.00	4.00	3.00
Legolas: Greenleaf	EL	R	12.00	7.40	6.00
Legolas: Prince Of Mirkwood	FI	Ü	1.10	1.00	0.80
Let Folly Be Our Cloak	GA	Ü			0.80
Let There Come!			1.00	1.00	
Let Them Come!	DW	C	0.25	0.25	0.10
Lightfootedness	EL	C	0.25	0.25	0.10
Longbottom Leaf	SH	C	0.25	0.25	0.10
Longbottom Leaf Lord of Moria	SH	C	0.25 0.25	0.25 0.25	0.10 0.10
Longbottom Leaf Lord of Moria Lórien Elf	SH DW EL	CCC	0.25 0.25 0.25	0.25 0.25 0.25	0.10 0.10 0.10
Longbottom Leaf Lord of Moria Lórien Elf Lost to the Goblins	SH	CCCR	0.25 0.25	0.25 0.25	0.10 0.10
Longbottom Leaf Lord of Moria Lórien Elf	SH DW EL	CCC	0.25 0.25 0.25	0.25 0.25 0.25 4.00	0.10 0.10 0.10 3.00
Longbottom Leaf Lord of Moria Lórien Elf Lost to the Goblins Lothlórien Woods	SH DW EL MO	CCCRU	0.25 0.25 0.25 4.00 1.00	0.25 0.25 0.25 4.00 1.00	0.10 0.10 0.10 3.00 0.50
Longbottom Leaf Lord of Moria Lórien Elf Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard	SH DW EL MO	CCCRUR	0.25 0.25 0.25 4.00 1.00 7.40	0.25 0.25 0.25 4.00 1.00 6.00	0.10 0.10 0.10 3.00 0.50 5.80
Longbottom Leaf Lord of Moria Lorien Elf Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry	SH DW EL MO IS	CCCRURR	0.25 0.25 0.25 4.00 1.00 7.40 4.10	0.25 0.25 0.25 4.00 1.00 6.00 ¥ 4.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00
Longbottom Leaf Lord of Moria Lórien Elf Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallom-trees	SH DW EL MO	CCCRUR	0.25 0.25 0.25 4.00 1.00 7.40	0.25 0.25 0.25 4.00 1.00 6.00	0.10 0.10 0.10 3.00 0.50 5.80
Longbottom Leaf Lord of Moria Lórien Elf Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz: Battle Cry Mallom-trees Master Proudfoot:	SH DW EL MO IS IS EL	CCCRURRU	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00	0.25 0.25 0.25 4.00 1.00 6.00 4.00 1.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80
Longbottom Leaf Lord of Moria Lórien Elf Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallom-trees	SH DW EL MO IS	CCCRURR	0.25 0.25 0.25 4.00 1.00 7.40 4.10	0.25 0.25 0.25 4.00 1.00 6.00 ¥ 4.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00
Longbottom Leaf Lord of Moria Lofien Elf Lost to the Goblins Lothlörien Woods Luttz: Servant Of Isengard Lurtz's Battle Cry Mallom-trees Master Proudfoot: Distant Relative Of Bilbo	SH DW EL MO IS IS EL	CCCRURRU	0.25 0.25 4.00 1.00 7.40 4.10 1.00	0.25 0.25 0.25 4.00 1.00 6.00 4.00 1.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80
Longbottom Leaf Lord of Moria Lord of Moria Lord of Moria Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam	SH DW EL MO IS IS EL	CCCRURRU	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00	0.25 0.25 0.25 4.00 1.00 6.00 4.00 1.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80
Longbottom Leaf Lord of Moria Lord of Moria Loffien EIF Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallom-trees Master Proudfoct Distant Relative Of Bilbo Merry: Friend To Sam Merry: From O'er	SH DW EL MO IS IS EL SH SH	C C C R U R R U U R	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50	0.25 0.25 0.25 4.00 1.00 6.00 ¥ 4.00 1.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80
Longbottom Leaf Lord of Moria Lord of Moria Lord of Moria Loth of Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: From O'er The Brandywine	SH DW EL MO IS IS EL	CCCRURRU UR C	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50	0.25 0.25 0.25 4.00 1.00 6.00 ¥ 4.00 1.00 5.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 0.80
Longbottom Leaf Lord of Moria Lord of Moria Lord of Moria Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Frend To Sam Merry: Frend To Sam Merry: Frend Sam Merry	SH DW EL MO IS IS EL SH SH	CCCRURRU UR CU	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00	0.25 0.25 0.25 4.00 1.00 6.00 ¥ 4.00 1.00 5.00 0.25 1.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 4.00 0.10 0.50
Longbottom Leaf Lord of Moria Lord of Moria Loffien EIF Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallom-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: Friend To Sam Midgewater Marshes Midgewater Mors	SH DW EL MO IS IS EL SH SH	CCCRURRU UR CUU	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50	0.25 0.25 0.25 4.00 1.00 6.00 ¥ 4.00 1.00 5.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 0.80
Longbottom Leaf Lord of Moria Lord of Moria Lord of Moria Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Frend To Sam Merry: Frend To Sam Merry: Frend Sam Merry	SH DW EL MO IS IS EL SH SH	CCCRURRU UR CU	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00	0.25 0.25 0.25 4.00 1.00 6.00 ¥ 4.00 1.00 5.00 0.25 1.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 4.00 0.10 0.50 0.50
Longbottom Leaf Lord of Moria Lord of Moria Lord of Moria Lord to the Goblins Lothlórien Hold Lotto the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Marshes Midgewater Mors Midgewater Mors Midghory Mors Midgewater Mors Midghory Mors Midgewater Mors Midgewater Mors	SH DW EL MO IS IS EL SH SH	CCCRURRU UR CUUU	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00 1.00 1.00	0.25 0.25 0.25 4.00 1.00 6.00 • 4.00 1.00 5.00 0.25 1.00 1.00 1.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 0.80 4.00 0.10 0.50 0.50 0.50
Longbottom Leaf Lord of Moria Lord of Moria Lord to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Firand To Sam Merry: From O'er The Brandywine Midgewater Marshes Midgewater Moors Mithril Mine Mithril Mine	SH DW EL MO IS IS EL SH SH	CCCRURRU UR CUUUR	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00 1.00 4.00	0.25 0.25 0.25 4.00 1.00 6.00 ¥ 4.00 1.00 5.00 0.25 1.00 1.00 1.00 4.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 4.00 0.10 0.50 0.50 0.50 0.50 3.00
Longbottom Leaf Lord of Moria Lord of Moria Lord of Moria Loth Color of Selection Lothlorien Woods Lurtz's Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative of Bilbo Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Marshes Midgewater Mors Midgewater Mors Mithill Mine Midgewater Mors Midgewater Middewater Midgewater Midgewater Midgewater Middewater Middewater Mi	SH DW EL SH SH SH DW SA	CCCRURRU UR CUUURR	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00 1.00 4.00 4.00	0.25 0.25 0.25 4.00 1.00 6.00 4.00 1.00 5.00 0.25 1.00 1.00 4.00 4.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 4.00 0.10 0.50 0.50 0.50 0.50 3.00 3.00
Longbottom Leaf Lord of Moria Lord of Moria Lord of Moria Lord to the Goblins Lothlórien Hold Lott to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorm-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Marshes Midgewater Moors Mithril Mine Mithril Shaft Mordon's Strength	SH DW EL SH SH SH SA SA	CCCRURRU UR CUUURRC	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 0.25	0.25 0.25 0.25 4.00 1.00 4.00 1.00 5.00 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 0.25	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 4.00 0.10 0.50 0.50 0.50 0.50 3.00 3.00 0.10
Longbottom Leaf Lord of Moria Lord of Moria Loffen Elf Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorm-tres Master Proudfoot: Distant Relative Of Bilbo Merry: Firad To Sam Merry: From O'er The Brandywine Midgewater Marshes Midgewater Marshes Midgewater Moors Mithril Mine Mithril Mine Mithril Shaft Mordor's Strength Morgul Blade	SH DW SA SA RW	CCCRURRU UR CUUURRCR	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 0.25 5.00	0.25 0.25 0.25 4.00 1.00 6.00 ¥ 4.00 1.00 5.00 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00 5.00	0.10 0.10 0.10 0.50 5.80 4.00 0.80 0.80 4.00 0.50 0.50 0.50 0.50 3.00 0.10 4.00
Longbottom Leaf Lord of Moria Lord of Moria Lord of Moria Lord to the Goblins Lothlórien Bif Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry:	SH DW EL SH SH SH SH SA SA RW RW	CCCRURRU UR CUUURRCRR	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 0.25 4.00 1.00 4.00 1.00 5.00 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 0.25	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 4.00 0.10 0.50 0.50 0.50 0.50 3.00 3.00 0.10
Longbottom Leaf Lord of Moria Lord of Moria Loffen Elf Lost to the Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorm-tres Master Proudfoot: Distant Relative Of Bilbo Merry: Firad To Sam Merry: From O'er The Brandywine Midgewater Marshes Midgewater Marshes Midgewater Moors Mithril Mine Mithril Mine Mithril Shaft Mordor's Strength Morgul Blade	SH DW EL SH SH SH SA RW RW SA	CCCRURRU UR CUUURRCR	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 0.25 5.00	0.25 0.25 0.25 4.00 1.00 6.00 ¥ 4.00 1.00 5.00 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00 5.00	0.10 0.10 0.10 0.50 5.80 4.00 0.80 0.80 4.00 0.50 0.50 0.50 0.50 3.00 0.10 4.00
Longbottom Leaf Lord of Moria Lord of Moria Lord of Moria Lord of Moria Loth Comment Loth Comment Loth Comment Loth Comment Lord Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry. Friend To Sam Merry. From O'er The Brandywine Midgewater Marshes Midgewater Moros Mithril Mine Mithril Shaft Mordor Enraged Mordor's Strength Morgul Blade Morgul Gates Morgul Gates Morgul Hunter	SH DW EL SH SH SH SH SA SA RW RW	CCCRURRU UR CUUURRCRRR	0.25 0.25 0.25 4.00 1.00 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 4.00 1.00 6.00 ¥ 4.00 1.00 1.00 5.00 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00	0.10 0.10 0.10 0.50 5.80 4.00 0.80 4.00 0.10 0.50 0.50 0.50 0.50 3.00 3.00 4.00 3.00
Longbottom Leaf Lord of Moria Lord of Moria Lord of Moria Lord of Moria Lothidrien Woods Lutz's Servant Of Isengard Lutz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative of Bilbo Merry: Friend To Sam Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Marshes Midgewater Mors Midgewater Mors Mithril Shath Mordor Enraged Mordor's Strength Morgul Blade Morgul Gates Morgul Hunter Morgul Hunter Morgul Hunter	SH DW EL SH SH SH SA RW RW SA SA	CCCRURRU UR CUUURRCRRRU	0.25 0.25 0.25 4.00 1.00 4.10 1.00 6.50 0.25 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 0.25 0.25 0.00 1.00 1.00 1.00 1.00 5.00 0.25 1.00 1.00 4.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 4.00 0.10 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.80 4.00 0.50 0.80 4.00 0.80 4.00 0.50 0.80 4.00 0.50 0.80 4.00 0.50 0.80 4.00 0.50 0.50 0.50 0.50 0.80 4.00 0.50
Löngbottom Leaf Lord of Moria Lord of Moria Lord of Moria Lord of Moria Loth Goblins Lothlórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorm-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Mors Midgewater Mors Midgewater Mors Mithinl Mine Mithin! Shaft Mordor Enraged Mordor's Strength Morgul Blade Morgul Gattes Morgul Skirmisher Morgul Skirmisher Morgul Skirmisher Morgul Skirmisher Morgul Skirmisher	SH DW EL SH SH SH SA SA RW RW SA SA SA	CCCRURRU UR CUUURRCRRRUU	0.25 0.25 4.00 7.40 4.10 1.00 0.25 1.00 0.25 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 0.25 0.25 0.20 1.00	0.10 0.10 0.10 0.50 5.80 4.00 0.80 0.50
Löngbottom Leaf Lord of Moria Lord of Moria Lord of Moria Lord of Moria Loth Comment Loth Comment Loth Comment Lord Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry. Friend To Sam Merry. From O'er The Brandywine Midgewater Morsh Midgewater Moros Mithril Mine Mithril Shaft Mordor Enraged Mordor's Strength Morgul Blade Morgul Skirmisher Morgul Skulker Morgul Skulker Morgul Marden	SH DW EL MO IS IS EL SH SH SH SA SA SA SA SA	CCCRURRU UR CUUURRCRRRUUR	0.25 0.25 4.00 7.40 4.10 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 0.25 4.00 1.00 6.00 \textsup 4.00 1.00 1.00 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00	0.10 0.10 0.10 0.50 0.80 0.80 0.10 0.50 0.50 0.50 0.50 3.00 0.10 0.50 3.00
Longbottom Leaf Lord of Moria Lothiofien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative of Bilbo Merry: Friend To Sam Merry: Friend To Sam Merry: Friend To Sam Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Marshes Midgewater Mors Mithril Mine Mithril Shalt Mordor Enraged Mordor's Strength Morgul Blade Morgul Gattes Morgul Hunter Morgul Skulker Morgul Skulker Morgul Warden Moria Axe	SH DW EL SH SH SH SA SA RW RW SA SA SA	CCCRURRU UR CUUURRCRRRUURR	0.25 0.25 4.00 7.40 4.10 1.00 6.50 0.25 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 0.25 4.00 1.00 6.00 4.00 1.00 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00	0.10 0.10 0.10 0.50 5.80 4.00 0.80 0.50
Löngbottom Leaf Lord of Moria Loth (Fig. 1987) Loth (Fig. 1987) Lord of Lord of Lengard Lurtz: Servant Of Isengard Lurtz: Sattle Cry Mallorm-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: Friend To Sam Merry: Friend To Sam Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Mors Midgewater Mors Midgewater Mors Mithrill Shaft Morgul Gates Mordor's Strength Morgul Blade Mordor's Strength Morgul Gates Morgul Gates Morgul Skirmisher Morgul Skirmisher Morgul Skirmisher Morgul Warden Mora Lake	SH DW EL SH SH SH SH SA SA SA SA SA MO	CCCRURRU UR CUUURRCRRRUURRC	0.25 0.25 4.00 7.40 4.10 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 4.00 1.00 6.00 \$\frac{4}{4}.00 1.00 \$\frac{1}{1}.00 1.00 \$\frac{1}{2}.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4	0.10 0.10 0.10 0.50 0.80 0.80 0.10 0.50 0.50 0.50 0.50 3.00 0.10 0.50 3.00
Löngbottom Leaf Lord of Moria Loth (Fig. 1987) Loth (Fig. 1987) Lord of Lord of Lengard Lurtz: Servant Of Isengard Lurtz: Sattle Cry Mallorm-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: Friend To Sam Merry: Friend To Sam Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Mors Midgewater Mors Midgewater Mors Mithrill Shaft Morgul Gates Mordor's Strength Morgul Blade Mordor's Strength Morgul Gates Morgul Gates Morgul Skirmisher Morgul Skirmisher Morgul Skirmisher Morgul Warden Mora Lake	SH DW EL MO IS IS EL SH SH SH SA SA SA SA SA	CCCRURRU UR CUUURRCRRRUURR	0.25 0.25 4.00 7.40 4.10 1.00 6.50 0.25 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 0.25 4.00 1.00 6.00 4.00 1.00 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00	0.10 0.10 0.10 3.00 0.50 5.80 0.80 4.00 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.80
Longbottom Leaf Lord of Moria Lord of Moria Lord of Moria Lord of Moria Lothiofien Woods Lurtz's Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative of Bilbo Merry: Friend To Sam Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Morsh Mordul Skulker Morgul Skulker Morgul Skulker Morgul Skulker Morgul Lake Moria Lake Moria Lake Moria Coout	SH DW EL SH SH SH SH SA SA SA SA SA MO	CCCRURRU UR CUUURRCRRRUURRCC	0.25 0.25 0.25 0.25 4.00 1.00 7.40 1.00 6.50 0.25 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 4.00 1.00 4.00 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.0	0.10 0.10 0.10 3.00 0.50 5.80 0.80 4.00 0.50
Longbottom Leaf Lord of Moria Lothiofien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Marshes Midgewater Mors Mithin Mine Mithin Shaft Mordor Enraged Mordor's Strength Morgul Blade Morgul Gates Morgul Hunter Morgul Skirmisher Morgul Warden Moria Axe Moria Lake Moria Lake Moria Lake Moria Lake Moria Scout Moria Strirway	SH DW EL MO IS IS EL SH SH SH SA SA SA SA MO MO	CCCRURRU DR CUUURRCRRRUURRCCU	0.25 0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 4.00 1.00 1.00 1.00 1.00 1.00 1.00 4.00 4	0.10 0.10 0.10 3.00 0.50 0.80 4.00 0.50 0.50 0.50 3.00 3.00 3.00 3.00 3
Löngbottom Leaf Lord of Moria Loth Geolium Loth Geolium Loth Geolium Loth Geolium Lord Servant Of Isengard Lurtz's Battle Cry Mallorm-trees Master Proudfoot: Distant Relative Of Bilbo Merry. Friend To Sam Merry. Friend To Sam Merry. Friend To Sam Merry. Friend To Sam Merry. From O'er The Brandywine Midgewater Moros Midgewater Moros Mithril Mine Mithril Shaft Mordor Enraged Mordor's Strength Morgul Blade Mordor's Strength Morgul Blade Morgul Skirmisher Morgul Skirmisher Morgul Skiwler Morgul Warden Moria Axe Moria Scout Moria Starway Mysterious Wizard	SH DW EL MO IS IS EL SH SH SH SA SA SA SA SA MO MO GA	CCCRURRU UR CUUURRCRRRUURRCCUC	0.25 0.25 0.25 0.25 4.00 1.00 7.40 1.00 1.00 0.25 1.00 1.00 4.00 0.25 5.00 4.00 1.00 1.00 1.00 0.25 5.00 4.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 0.25 4.00 1.00 1.00 1.00 0.25 1.00 0.25 1.00 0.25 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.0	0.10 0.10 0.10 3.00 0.50 0.80 0.80 0.50
Löngbottom Leaf Lord of Moria Lothiórien Bif Lost to the Goblins Lothiórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: Friend To Sa	SH DW EL SH SH SH SH SA SA SA SA MO MO GA RW	CCCRURRU UR CUUURRCRRRUURRCCUCU	0.25 0.25 0.25 0.25 4.00 1.00 7.40 1.00 6.50 0.25 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 4.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.10 0.10 0.10 3.00 0.50 0.80 4.00 0.10 0.50 0.50 0.50 3.00 0.10 4.00 0.50 0.50 3.00 0.10 0.50 0.50 0.50 0.50 0.50 0.60 0.60 0.70
Löngbottom Leaf Lord of Moria Loth Common Moria Loth Common Moria Lurtz: Servant Of Isengard Lurtz: Servant Of Isengard Lurtz: Sattle Cry Mallorm-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Mors Midgewater Mors Midgewater Mors Midging Stern Midgewater Mors Midging Stern Midging Stern Midging Stern Morgul Gates Morgul Gates Morgul Gates Morgul Skirmisher Morgul Skirmisher Morgul Skirmisher Morgul Skirmisher Morgul Skirmisher Morgul Warden Moria Lake Moria Scout Moria Staitivay Mysterious Wizard Nazgūl Sword Nazgūl Sword No Ordinary Storm	SH DW EL SH SH SH SH SA SA RW RW SA SA MO MO GA RW IS	CCCCRURRU UR CUUURRCRRRUURRCCUCUU	0.25 0.25 0.25 0.25 4.00 1.00 7.40 1.00 1.00 0.25 1.00 1.00 4.00 0.25 5.00 4.00 1.00 1.00 1.00 0.25 5.00 4.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 0.25 4.00 1.00 1.00 1.00 0.25 1.00 0.25 1.00 0.25 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.0	0.10 0.10 0.10 3.00 0.50 0.80 0.80 0.50
Löngbottom Leaf Lord of Moria Lothiórien Bif Lost to the Goblins Lothiórien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: Friend To Sa	SH DW EL SH SH SH SH SA SA SA SA MO MO GA RW	CCCCRURRU UR CUUURRCRRRUURRCCUCUU	0.25 0.25 0.25 0.25 4.00 1.00 7.40 1.00 6.50 0.25 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 4.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.10 0.10 0.10 3.00 0.50 0.80 4.00 0.10 0.50 0.50 0.50 3.00 0.10 4.00 0.50 0.50 3.00 0.10 0.50 0.50 0.50 0.50 0.50 0.60 0.60 0.70
Longhottom Leaf Lord of Moria Lothidrien Woods Lurtz's Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative of Bilbo Merry. Friend To Sam Merry. From O'er The Brandywine Midgewater Morsh Mordor Enraged Mordor's Strength Mordor's Strength Mordor's Strength Morgul Blade Morgul Gates Morgul Hunter Morgul Skulker Morgul S	SH DW EL SH SH SH SH SA SA RW RW SA	CCCCRURRU UR CUUURRCRRRUURRCCUCUU	0.25 0.25 0.25 4.00 1.00 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 4.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	0.10 0.10 3.00 0.80 4.00 0.80 0.10 0.80 0.10 0.50 0.60 0.60 0.70
Löngbottom Leaf Lord of Moria Lothiofien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: Frien	SH DW EL SH SH SH SA	CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	0.25 0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 4.00 1.00 6.00 1.00 1.00 1.00 1.00 1.00 1	0.10 0.10 0.10 3.00 0.80 0.80 0.80 0.50
Löngbottom Leaf Lord of Moria Loth Comment Loth Comment Loth Comment Lord Servant Of Isengard Lurtz's Battle Cry Mallorm-trees Master Proudfoot: Distant Relative Of Bilbo Merry. Friend To Sam Merry. Friend To Sam Merry. Friend To Sam Merry. From O'er The Brandywine Midgewater Moors Mord Enaged Mordo's Strength Morgul Blade Morgul Gates Morgul Gates Morgul Warden Mora Lake Moria Scout Moria Stairway Mysterious Wizard Nazgūl Sword Nazgūl Sword No Ordinary Storm No Stranger to the Shadows Noble Intentions Noble Intentions Noble Jossess a Dwarf	SH DW EL SH SH SH SH SA	CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	0.25 0.26 4.00 1.00 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 4.00 4.00 1.00 1.00 4.00 4.00 4.00 4.00	0.10 0.10 3.00 0.50 0.80 0.10 0.50
Lönghöttöm Leaf Lord of Moria Lörd en Moria Lörden Elf Lost to the Goblins Lothlörien Woods Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative of Bilbo Merry: Friend To Sam Merry: F	SH DW EL MO IS IS EL SH SH SH SA		0.25 0.25 0.25 4.00 1.00 1.00 6.50 0.25 1.00 1.00 4.00 0.25 1.00 1.00 4.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 0.25 0.25 4.00 0.25 4.00 1.00 0.25 1.00 0	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 0.80 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.80
Longbottom Leaf Lord of Moria Lothiofien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorm-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Mors Midgewater Mors Midgewater Mors Midghout Strength Morgul Blade Mordor Enraged Mordor's Strength Morgul Blade Morgul Gates Morgul Hunter Morgul Skirmisher Morgul Warden Moria Axe Moria Axe Moria Scout Moria Scout Moria Stringy Mysterious Wizard Nazgůl Sword No Ordinary Storm No Stranger to the Shadows Noble Intentions Nobody Tosses a Dwarf Not Easily Destroyed Old Toby	SH DW EL MO IS IS EL SH SH SH SA	SCHOOLSSCHARTSHASHCCCS AC CHACASSS	0.25 0.26 1.00 1.00 1.00 4.00 0.25 1.00 4.00 1.00 4.00 1.00 4.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 0.25 4.00 4.00 1.00 0.25 1.00 4.00 4.00 4.00 4.00 4.00 1.00 0.25 4.00 4.00 1.00 0.25 4.00 4.00 0.25 6.00 0.25 6	0.10 0.10 0.10 3.00 0.50 0.80 4.00 0.10 0.50
Lönghottom Leaf Lord of Moria Lothiofien Woods Lurtz's Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative of Bilbo Merry. Friend To Sam Merry. Friend To Sam Merry. From O'er The Brandywine Midgewater Morsh Mordor Strength Mordor Strength Mordul Stale Morgul Gates Morgul Hunter Morgul Skulker Morgul Stariway Mysterious Wizard Nazgūl Sword No Ordinary Storm No Stranger to the Shadows Noble Intentions Nobledy Tosses a Dwarf Not Easily Destroyed Old Toby One Whom Men Would Follow	SH DW EL MO IS IS EL SH SH SH SH SA		0.25 0.25 0.26 4.00 1.00 1.00 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 0.25 0.25 4.00 6.00 V 1.00 1.00 0.25 1.00 0.25 1.00 0.25 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.80 0.80 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0.80
Longbottom Leaf Lord of Moria Lothiofien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorm-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: From O'er The Brandywine Midgewater Mors Midgewater Mors Midgewater Mors Midghout Strength Morgul Blade Mordor Enraged Mordor's Strength Morgul Blade Morgul Gates Morgul Hunter Morgul Skirmisher Morgul Warden Moria Axe Moria Axe Moria Scout Moria Scout Moria Stringy Mysterious Wizard Nazgůl Sword No Ordinary Storm No Stranger to the Shadows Noble Intentions Nobody Tosses a Dwarf Not Easily Destroyed Old Toby	SH DW EL MO IS IS EL SH SH SH SA	SCHOOLSSCHARTSHASHCCCS AC CHACASSS	0.25 0.26 1.00 1.00 1.00 4.00 0.25 1.00 4.00 1.00 4.00 1.00 4.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 0.25 4.00 4.00 1.00 0.25 1.00 4.00 4.00 4.00 4.00 4.00 1.00 0.25 4.00 4.00 1.00 0.25 4.00 4.00 0.25 6.00 0.25 6	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.10 0.50 0.50 3.00 0.50 3.00 3.00 3.00 3.0
Löngbottom Leaf Lord of Moria Lothiofien Woods Lurtz: Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative Of Bilbo Merry: Friend To Sam Merry: Frien	SH DW EL SH SH SH SH SH SA	CCCRURRU UR CUUURRCRRRUURRCCUCUUUCRUCUC	0.25 0.25 4.00 1.00 7.40 4.10 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 4.00	0.25 0.25 4.00 0.25 4.00 1.00 6.00 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25 0.00 0.25	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.10 0.50 0.50 0.50 0.50 0.50 0.50 0
Lönghottom Leaf Lord of Moria Lothiofien Woods Lurtz's Servant Of Isengard Lurtz's Battle Cry Mallorn-trees Master Proudfoot: Distant Relative of Bilbo Merry. Friend To Sam Merry. Friend To Sam Merry. From O'er The Brandywine Midgewater Morsh Mordor Strength Mordor Strength Mordul Stale Morgul Gates Morgul Hunter Morgul Skulker Morgul Stariway Mysterious Wizard Nazgūl Sword No Ordinary Storm No Stranger to the Shadows Noble Intentions Nobledy Tosses a Dwarf Not Easily Destroyed Old Toby One Whom Men Would Follow	SH DW EL MO IS IS EL SH SH SH SH SA		0.25 0.25 0.26 4.00 1.00 1.00 1.00 6.50 0.25 1.00 1.00 4.00 4.00 4.00 4.00 4.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 0.25 0.25 4.00 6.00 V 1.00 1.00 0.25 1.00 0.25 1.00 0.25 1.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00	0.10 0.10 0.10 3.00 0.50 5.80 4.00 0.10 0.50 0.50 3.00 0.50 3.00 3.00 3.00 3.0

Ottar: Man Of Laketown Parry Pass of Caradhras Pathfinder Paths Seldom Trodden Pillars of the Kings Pinned Down	SA SA SA SA SA SA SA SA SA SA SA SA SA S	CRURRRUCUUC	5.00 4.00 0.25 1.00 0.25 1.00 0.25 4.50 1.10 5.00 4.50 4.50 1.00 0.25 1.00 0.25	4.00 A 0.25 1.00 0.25 0.25 1.00 0.25 4.00 1.00 4.00 4.00 1.00 0.25 1.00 0.25	3.50 3.00 0.10 0.80 0.10 0.80 0.10 4.00 4.00 4.00 4.00 0.50 0.10 0.80
Pippin: Friend To Frodo Pippin: Hobbit Of Some Intelligence Plundered Armories	SH SH MO	C R C	0.25 8.00 0.25	0.25 6.00 0.25	0.10 5.00 0.10
Power According to His Stature Pursuit Just Behind	SH	RR	4.20 4.00	4.00 4.00	4.00
Questions That Need Answering Ranger's Sword Relentless Relentless Charge Relients Charge Relients Charge Relient to Its Master Risk a Little Light Rivendell Terrace Rivendell Valley Rivendell Watertall Rosie Cotton: Hobbiton Lass Rumil: Eiven Protector Sam: Son Of Hamfast Saruman's Ambition Saruman's Chill Saruman's Firost	GA GO MO RW MO RW GA SH EL SH SH IS IS	RUUURR	4.00 1.00 1.00 4.00 4.00 0.25 1.00 1.00 1.50 8.00 0.25 0.25 0.25 1.00 0.25 1.00 0.25	4.00 1.00 1.00 4.00 4.00 4.00 1.00 1.00	3.00 0.80 0.80 0.80 0.50 0.50 0.50 0.50 0
Savagery to Match Their Numbers Seeking It Always Seeking It Always Seeking Its Master Servant of the Secret Fire Shadow's Reach Shire Lookout Point Shores of Nen Hithoel Shoulder to Shoulder Silinde: Elf Of Mirkwood Silverlode Banks Sleep, Caradhras Sloeps of Amon Hen Songs of the Blessed Realm Sorry About Everything Spies of Saruman	IS SA SA GA SA	RURRGUUGUUGUGGRGUGRR	4.00 1.00 4.00 4.50 0.25 1.00 0.25 1.00 0.25 1.00 0.25 4.00 0.25 6.30 5.00 0.25 6.30 0.25 4.00 0.25 0.25	4.00 A 4.00 A 4.00 4.00 4.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 4.00 0.25 4.00 0.25 0.25 4.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	3.00 0.80 3.00 0.10 0.50 0.50 0.10 0.50 0.10 0.10 0
Last Homely House Swan-ship of the Galadhrim Sword of Minas Morgul Swordarm of the White Tower	EL EL RW GO	UUUC	1.00 1.00 1.00 0.25	1.00 1.00 1.00 0.25	0.80 0.80 0.80 0.10
Swordsman of the Northern Kingdom The Bridge of Khazad-dûm The Choice of Lúthlen The Council of Eirond The Dark Lord's Summons The End Comes The Gaffer's Pipe The Gaffer's Pipe The Irresistible Shadow The Last Alliance of	GO EL SA MO SH SH SA	CCRRURRUR	0.25 0.25 4.00 4.00 1.00 4.00 5.00 1.00 4.00	0.25 0.25 4.00 4.00 1.00 4.00 4.50 1.00 4.00	0.10 0.10 3.50 3.00 0.80 3.30 4.00 0.80 3.80
Elves and Men The Long Dark The Master's Will The Mirror of Galadriel	EL MO RW EL	R U U R	4.50 1.00 1.00 5.00	4.00 1.00 1.00 4.00	3.30 0.80 0.80 4.00
The Misadventure of Mr. Underhill The Nine Servants of Sauron The Nine Walkers The Number Must Be Few The One Ring: Isildur's Bane The One Ring: The Ruling Rir The Pale Blade The Prancing Pony The Ring's Oppression The Saga of Elendil The Seen and the Unseen The Splendor of Their Banners The Tale of Gil-galad	IS RW GA SA RW SA GO EL	RURURCRUCRCRRR	4.50 1.00 4.50 1.00 8.00 0.25 5.00 1.00 0.25 4.20 0.25 4.00 4.00	4.00 1.00 4.00 1.00 7.00 0.25 5.00 1.00 0.25 4.00 4.00 4.00	3.00 0.80 4.00 0.80 6.00 0.10 4.00 0.50 0.10 4.00 0.10 3.00 4.00 3.00

The Weight of a Legacy The White Arrows of Lórien The Witch-king:	SA EL	R	4.00 0.25	4.00 0.25	3.00 0.10
Lord Of Angmar Their Arrows Enrage Their Halls of Stone	RW IS DW	RCC	12.00 0.25 0.25	8.00 0.25 0.25	7.50 0.10 0.10
Their Power Is in Terror There and Back Again They Are Coming	SH MO	UCC	1.00 0.25 0.25	1.00 0.25 0.25	0.80 0.10 0.10
Thin and Stretched Thrarin: Dwarven Smith	SA	R	4.00	4.00 1.00	3.50 0.80
Threat of the Unknown Threshold of Shadow	MO RW	C	0.25 1.00	0.25 1.00	0.10 0.80
Thror's Map Through the Misty Mountains Tol Brandir	MO	R U	4.50 1.00	4.00 1.00	4.00 0.80
Tower Lieutenant Traitor's Voice	SA	UUU	1.00 1.00 1.00	1.00 1.00 1.00	0.50 0.80 0.80
Treachery Deeper Than You Know	GA	С	0.25	0.25	0.10
Troll's Keyward Trollshaw Forest	MO	R U	4.00 1.00	4.00 1.00	3.50 0.50
Troop of Uruk-hai Úlairë Attëa: Keeper Of Dol Guldur	IS RW	R	4.20 7.50	4.00 6.00 A	3.30 5.00
Úlairë Cantëa: Lieutenant Of Dol Guldur	RW	R	7.50	5.00	5.00
Úlairë Enquëa: Lieutenant Of Morgul	RW	U	1.10	1.00	1.00
Úlairë Lemenya: Lieutenant Of Morgul	RW	U	1.10	1.00	1.00
Ulairë Nelya: Lieutenant Of Morgul Úlairë Nertëa:	RW	U	1.10	1.00	1.00
Messenger Of Dol Guldur Úlairē Ostēa:	RW	U	1.10	1.00	1.00
Lieutenant Of Morgul Úlairë Toldëa:	RW	U	1.30	1.00	1.00
Messenger Of Morgul Under the Watching Eye	RW SA MO	R	7.00	5.00 0.25	4.80 0.10
Unfamiliar Territory Uruk Bloodlust Uruk Brood	IS IS	CCC	0.25 0.25 0.25	0.25 0.25 0.25	0.10 0.10 0.10
Uruk Fighter Uruk Guard	IS IS	CR	0.25	0.25 4.00	0.10 3.50
Uruk Lieutenant Uruk Messenger	IS	R	4.50 0.25	4.00 0.25	3.50 0.10
Uruk Rager Uruk Savage	IS	CCC	0.25	0.25	0.10 0.10
Uruk Shaman Uruk Slayer Uruk Soldier	IS IS	CUC	0.25 1.00 0.25	0.25 1.00 0.25	0.10 0.80 0.10
Uruk Spy Uruk Warrior	IS IS	R	4.50 0.25	4.00 0.25	4.00 0.10
Uruk-hai Armory Uruk-hai Raiding Party	IS	C	0.25 0.25	0.25 0.25	0.10 0.10
Uruk-hai Rampage Uruk-hai Sword	IS IS	UCC	0.25	1.00 0.25	0.80
Uruviel: Maid Of Lórien Valiant Man of the West Wariness	GO IS	C R U	0.25 4.00 1.00	0.25 4.00 1.00	0.10 3.80 0.80
Wealth of Moria Weatherhills	DW	R U	4.00	4.00 1.00	4.00 0.50
Weathertop Westfarthing		C	1.00	1.00	0.50 0.10
What Are They? . What Is This New Devilry? Worry	MO IS	CUU	0.25 1.00 1.00	0.25 1.00 1.00	0.10 0.80 0.80
Wreathed in Shadow You Bring Great Evil		Ü	1.00	1.00 0.25	0.80 0.10
Total MINES OF MORIA (122 Cards	1	7	90.75	715.65 MEDIAN	572.50
Mines of Moria Set Mines of Moria Starter Box			36.00	185.00 ▲ 112.50 ▲	175.00
Mines of Moria Booster Box Mines of Moria Starter Deck			01.75 11.00	95.00 A 11.00	10.50
Mines of Moria Booster Pack Foil Rare Card Foil Uncommon Card			3.40 8.60	3.30 6.00	3.30 6.00
Foil Common Card			3.40 1.00	3.00 1.00	2.40 1.00
A Blended Race	EL	U	1.00	0.80 ▼	0.50
A Promise Archer Commander Beneath the Mountains	MO DW	RRR	4.00 5.00 3.50	4.00 ▲ 4.00 3.00 ▼	3.00 3.00 3.00
Beyond the Height of Men Bilbo Baggins,	IS	R	4.00	3.00▼	3.00
Well-spoken Gentlehobbit Bill Ferny,	SH	U	1.00	0.80▼	0.50
Swarthy Sneering Fellow Blood of Númenor Cave Troll's Chain	GO MO	R U R	5.00 1.00 4.20	5.00 A 0.80 V 4.00	3.00 0.50 4.00
Consorting With Wizards Dark Fire	SH MO	R	4.00	3.00▼	3.00 0.50
Dark Places Dear Friends	MO SH	CU	0.25 1.00	0.25 0.80▼	0.10 0.50
Deft in Their Movements Demands of the Sackville-Bagginses	SH	C	0.25	0.25	0.10
Dismay Our Enemies Disquiet of Our People	EL DW	Ü	1.00	0.80 V 0.25	0.10 0.50 0.10
Dwarven Bracers Endurance of Dwarves	DW DW	U U	1.00	0.80▼ 0.80▼	0.50 0.50
Erland, Advisor to Brand	GA	C	0.25	0.25	0.10
Evil Afoot Fearing the Worst	IS	U	1.00	0.80▼	0.50
Fearing the Worst Filibert Bolger, Wily Rascal					

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20	CH Marab Care			4.00	0.00-	0.50
00	Fill With Fear	MO	U	1.00		0.50
10	Final Cry	MO	R	4.00	4.00	3.00
50	Flaming Brand	GO	R	4.00	3.00▼	3.00
	Flee in Terror	GO	U	1.00	0.80▼	0.50
10 10	Flurry of Blows	DW	C	0.25	0.25	0.10
	Foul Tentacle	MO	C	0.25	0.25	0.10
30	Foul Things	MO		1.00	0.80▼	0.50
10	Frodo, Reluctant Adventurer		C	0.25	0.25	0.10
10	Frór, Gimli's Kinsman	DW		0.25	0.25	0.10
50	Gandalf, The Grey Pilgrim	GA		4.00	3.00	2.10
30	Gandalf's Staff	GA	R	5.00	4.50 ▲	3.00
10	Gandalf's Wisdom	GA	C	0.25	0.25	0.10
30	Gimli, Dwarf of					
00	the Mountain-race	DW		4.00	3.00	2.10
30	Glóin, Friend to Thorin	DW	R	5.30	4.00	3.00
50	Goblin Bowman	MO	C	0.25	0.25	0.10
30	Goblin Flankers	MO		0.25	0.25	0.10
30	Goblin Man	IS	C	0.25	0.25	0.10
	Goblin Pursuer	MO	C	0.25	0.25	0.10
10	Goblin Reinforcements	MO	C	0.25	0.25	0.10
50	Goblin Scrabbler	MO		0.25	0.25	0.10
50	Goblin Spearman	MO	C	0.25	0.25	0.10
30	Golden Light on the Land	DW	U	1.00	0.80▼	0.50
	Gondor Will See It Done	GO	U	1.00	0.80 ▼	0.50
00	Great Chasm		U	0.80	0.80	0.50
- 1	Great Works Begun There	DW	C	0.25	0.25	0.10
00	Hand Axe	DW		0.25	0.25	0.10
	Helpless	RW		1.00	0.80▼	0.50
00	His Terrible Servants	RW	R	4.00	4.00	3.00
	Hobbit Sword-play	SH	U	1.00	0.80▼	0.50
00	Hobbiton Party Field	-	Ū	0.80	0.80	0.50
	Hobbiton Woods		Ü	0.80	0.80	0.50
00	Hollin		C	0.25	0.25	0.10
	Hosts of the Last Alliance	EL	Ŭ	1.00	0.80▼	0.50
00	Huge Tentacle	MO	Ř	4.20	4.00	3.00
	Hugin, Emissary	1110	- 11	4.20	4.00	0.00
00	from Laketown	GA	C	0.25	0.25	0.10
,,	It Wants to be Found	RW		1.00	0.80 7	0.50
30	Járnsmid, Merchant from Da			4.20	3.00 ▼	3.00
10	Lurtz's Sword	IS		5.00	4.80 ▲	4.00
10		DW		4.00	3.00	
10	Memory of Many Things	CA	0		0.25	3.00
10	Marny Horticulturalist	SH	0	0.25		0.10
0	Merry, Horticulturalist Mithril-coat			0.25	0.25	0.10
50		SH		5.00	4.20 ▲	4.00
50		MO	U	1.00	0.80 7	0.50
	Notural Cover	MO	Ū	1.00	0.80▼	0.50
10 10		GO	C	0.25	0.25	0.10
	Nice Imitation	SH	Ü	1.00	0.80▼	0.50
10 10	No Business of Ours	IS	C	0.25	0.25	0.10
	No Mere Ranger	GO	R	4.00	3.50▼	3.00
30	Not Feared in Sunlight O Elbereth! Gilthoniel!	SH		1.00	0.80▼	0.50
0	Old Differences	SH		4.20	4.00 ▲	3.00
00	Old Dillerences	MO		0.25	0.25	0.10
10	Orc Scout	SA	C	0.25	0.25	0.10
10	Orc Taskmaster	SA		0.25	0.25	0.10
0	Orc-bane	SH	R	4.00	3.50▼	3.00
30	Pippin, Mr. Took	SH	C	0.25	0.25	0.10
0	Power and Terror	MO	U	1.00	0.80▼	0.50
0	Practically Everyone			4.00	0.00	
30	Was Invited	SH		1.00	0.80▼	0.50
30	Realm of Dwarrowdelf	DW		4.00	4.00	3.00
00	Red Book of Westmarch	SH		4.00	3.00▼	3.00
0	Release the Angry Flood	EL	R	4.00	3.00	3.00
50	Resistance					
0	Becomes Unbearable	RW		1.00	0.80▼	0.50
0	Sam, Proper Poet	SH	C	0.25	0.25	0.10
30	Secret Sentinels	EL	R	4.00	3.00▼	3.00
30	Sentinels of Númenor	GO	C	0.25	0.25	0.10
30	Shield of Boromir	GO	R	4.50	4.00	3.00
0	Southern Spies	SA	C	0.25	0.25	0.10
50	Speak "Friend" and Enter	GA	C	0.25	0.25	0.10
R	Spies of Mordor	SA	U	1.00	0.80▼	0.50
00	Staff Asunder	GA	R	4.20	3.00▼	3.00
	Stricken Dumb	RW	R	4.00	3.50▼	3.00
75	The Balrog, Durin's Bane	MO	C	0.25	0.25	0.10
00 50	The Balrog, Flame of Udûn	MO		10.00	8.00 ▲	6.00
	The Balrog's Sword	MO	R	5.00	5.00 ▲	4.00
30 00	The Eye of Sauron	SA	U	1.00	0.80▼	0.50
10	The Witch-king,			10.		
00	Lord of the Nazgûl	RW		10.00	9.50 ▲	7.50
	They Will Find the Ring	RW	U	1.00	0.80▼	0.50
R	Throw Yourself in Next Time		U	1.00	0.80▼	0.50
0	Tidings of Erebor	DW	Ñ	1.00	0.80▼	0.50
00		DW	C	0.25	0.25	0.10
00	Too Much Attention	IS	R	4.20	3.00▼	3.00
00	Tower Assassin	SA	R	4.00	3.00▼	3.00
00	Town Center		C	0.25	0.25	0.10
	Troubled Mountains	MO	U	1.00	0.80▼	0.50
0		RW	U	1.00	1.00	0.80
	Ulairë Enquëa,	Divis		4		
0	Ringwraith in Twilight	RW	U	1.10	1.00	0.80
50	Úlairë Nelya,		-			
00	Ringwraith in Twilight	RW	R	6.00	5.00	4.20
00	Uruk Captain	IS	R	5.00	4.00	3.00
i0	Uruk Scout	IS	C	0.25	0.25	0.10
0	Valley of the Silverlode		U	0.80	0.80	0.50
0	Verily I Come	SA		4.00	3.50 ▼	3.00
0	Vile Blade	SA	C	0.25	0.25	0.10
	Watcher in the Water,					
0	Keeper of Westgate	MO	R	6.00	5.80▼	4.00
0	What Are We Waiting For?	DW		3.80	3.00▼	3.00
0	Whip of Many Thongs	MO	R	4.20	4.00	3.00
0	Wielder of the Flame	GA	U	1.00	0.80▼	0.50
0	Wizard Staff	GA	C	0.25	0.25	0.10
0	Wizard Storm	IS	U	1.00	0.80▼	0.50
0	Wraith-world		R	5.00	3.00▼	3.00
10		GA	U	1.00		0.50
0	Total				207.20▼	
V						





Vampire Slayer/DragonBall Z





Buffy Set		300.00	300.00▼	
Buffy Starter Box		92.25	88.00	83.50
Buffy Booster Box		106.75	97.75▲	89.00
Buffy Starter Deck		11.00	10.00	9.00
Buffy Booster Pack	_	3.60	3.40	3.20
CARD NAME	R/		MED	LOW
1630 Revello Drive	U	0.80	0.50	0.50
A Boy and his Guillotine	H	4.00	2.50▼	2.30
A Dead Cheerleader is	С	0.25	0.25	0.20
a Good Cheerleader A Friend in Need	Ü	0.80	0.25 0.50	0.20
A Quick Jaunt to	U	0.00	0.50	0.50
the Funeral Home	С	0.25	0.25	0.20
Aaack! Spiders!	Č	0.25	0.25	0.20
Abduction	Č	0.25	0.25	0.20
Absalom	C	0.80	0.50	0.50
Alone	Ř	4.00	0.50▼ 2.50▼	0.50 2.30
Amber Grove	U	0.80	0.50▼	0.50
An Innocent Guillotine	U	0.80	0.50▼	0.50
Andrew Borba	U	0.80	0.50▼	0.50
Angel	R	7.00	3.00	2.80
Angel	R	7.00		2 80
Angel	P	3.70	3.30 A 3.30 A 0.25	1.90
Angel	P	3.70	3.30▲	1.90
Animal Intensity	C	0.25	0.25	0.20
Ashes of Five Dead	R	4.00	2.50▼	2.30
Babe-litude Bat Sonar	U	0.80	0.50 v	0.50
Bat Sonar	U	0.80	0.50▼	0.50 0.50 0.50
Billy Palmer		0.80	0.50	0.50
Blayne Mall	U	0.80	0.50▼ 0.25	0.50
Body Switch Book Learning	C	0.25	0.25	0.20
Bow before the Idiot Box	٥,	0.80	0.50 v 0.25	0.50
Ruffy Summere	UF	0.25 75.50	26.00▼	20.20
Buffy Summers Buffy Summers Buffy Summers	R	7 00	4.80▼	20.00 3.60
Ruffy Summers	R P	7.90 2.90	2.50	1.50
Buffy Summers	P	2.90	2.50	1.50
Cafeteria Soylent Green	Ü	0.80	0.50▼	0.50
Catherine Madison	Ŭ	0.80	0.50	0.50
Catherine Madison Cemetery	Ū	0.80	0.50▼	0.50
Cheerleader Tryouts	Č	0.25	0.50 v 0.50 v 0.25	0.20
Chris Epps	Ŭ	0.80	0.50▼	0.50 0.50 0.20 0.50 2.30
Circle of Kayless	R	4.00	2.50▼	2.30
Claw	U	0.80	0.50▼	0.50
Clumsy Fingers Coach Herrold Collin, The Anointed One Computer Invasion	U	0.80	0.50▼	0.50
Coach Herrold	U	0.80	0.50▼ 2.80▼	0.50 2.60 2.60
Collin, The Anointed One	R	4.10 4.10	2.80▼	2.60
Collin, The Anointed One	R	4.10	2.80▼	2.60
Collin, The Anointed One	Р	2.40	2.20▲	1.40
Collin, The Anointed One	Р	2.40	2.20▲	1.40
	0	0.80	0.50▼ 0.50▼	0.50
Cordelia CRD	U	0.80	0.50	0.50 0.50
	U	0.80	0.50▼	0.50
Creep Factor	Ñ	0.80	0.50▼	0.50
Cricket Snack	R	4.00	2.50▼	2.50
Darla Dasisiona Dasisiona	R R	4.30 4.00	3.00	2.80
Decisions, Decisions Demon Theory	C	0.00	2.50▼ 0.25	2.50 0.20
Demonic Smackdown	Ř	0.25 4.30	3.00	2.80
Demonology 101	Ü	0.80	0.50▼	0.50
Dig Up The Corpses	Ŭ	0.80	0.50▼	0.50
Dr. Gregory	Ü	0.80	0.50▼	0.50
Drusilla	Ř	4 30	3.00	2.80
Drusilla	R	4.30 4.30	3.00	2.80
Drusilla	P	2.40	2 204	1.40
Drusilla	P	2.40	2.20A 2.20A	1 40
Electrical Tunnels Schematic		0.25	0.25	1.40 0.20
Empty Punnet Case	Č	0.25	0.25	0.20
Empty Puppet Case Expert on Weird	Ŭ	0.80	0.50▼	0.50
Facing Your Fear	Č	0.25	0.25	0.20
Fast Pace	Ŭ	0.80	0.50V	0.50
Feast On Virgins	C	0.25	0.50 ▼ 0.25	0.50 0.20 0.20
Feeding Time	C	0.25	0.25	0.20
Festival of Saint Vigeous	U	0.80	0.50▼	0.50
Fire Axe	U	0.80	0.50▼	0.50
Football field	R	4.00	2.50▼	2.30
Fritz	U	0.80 0.25	0.50▼ 0.25	0.50 0.20
From the Ashes of Five Dead	C	0.25	0.25	0.20
Giles-mobile	U	0.80	0.50▼	0.50
Go Home And Listen		4.00	0.50	0.00
To Country Music	R	4.00	2.50▼	2.30

Gone Binary	U	0.80	0.50▼	
Hair Flip Hank Summers	U	0.80	0.50▼ 0.50▼	0.50 0.50
Harmony	U	0.80	0.50▼	0.50
Hit the Streets Hospital	C R	0.25 4.00	0.25 2.50	0.20 2.30
Hot Dog Surprise	R	4.00	2.50▼	2.30
Hyena exhibit Hyenas in the Classroom	U	0.80	0.50▼ 0.50▼	0.50 0.50
I Quit	U	0.80	0.50▼	0.50
I Robot, You Jane Inside Joke	R R	4.30 4.30	3.00	2.80 2.80
Jenny Calendar	Ü	0.80	0.50▼	0.50
Jesse Join the Pep-Squad	U R	0.80 4.00	0.50v 2.50v	0.50 2.50
Joyce Summers	U	0.80	0.50▼	0.50
Lair of the Master Lounging About	R	4.30	3.00	2.80
With Imbeciles	U	0.80	0.50▼	0.50
Lúcky 19 Baseball Jersey Luke	U U	0.80	0.50▼ 0.50▼	0.50 0.50
Madison House	U	0.80	0.50▼	0.50
Marc, The Organ Stealer Master Bones	R	0.80 4.00	0.50▼ 2.50▼	0.50 2.30
Mausoleum	C	0.25	0.25	0.20
May Queen Dress Mayhem at the Bronze	C	0.80	0.50 v 0.25	0.50 0.20
Metal Robot Body	U	0.80	0.50▼	0.50
Mitch Moloch, the Corruptor	U	0.80	0.50▼ 0.50▼	0.50 0.50
Morning Person	Ū	0.80	0.50▼	0.50
My Spider Sense Is Tingling Natalie French	U	0.25	0.25 0.50▼	0.20
Natalie French's Cellar	Č	0.25	0.25	0.20
Never Kill a Boy on the First Date	U	0.80	0.50▼	0.50
New Kid On The Block Nightmares of Mine	CR	0.25	0.25 3.00	0.20
Not Prepared For Farrah Hai	irC	4.30 0.25		2.80 0.20
Number 1 Alternate	C	0.25	0.25	0.20
Offer of Ugly Death Off-the-charts Smart	U	0.80	0.50▼	0.50 0.50
Oh, May Queen	C	0.25	0.25	0.20
Oh, the *Other* Cemetery On Patrol	C	0.80	0.50 v 0.25	0.50
Overhand Toss	С	0.25	0.25	0.20
Owen Thurman Pack Rat	U	0.80	0.50▼ 0.50▼	0.50 0.50
Parent Teacher Night	U	0.80	0.50▼	0.50
Pergamum Codex Pergamum Prophecy	R R	4.30 4.30	3.00	2.80
Pool of Blood	C	0.25	0.25	0.20
Power of the Black Mass Power Station	C	0.80 0.25	0.50▼ 0.25	0.50 0.20
Primal Connection Primal Urges	UR U	23.75 0.80	20.00	14.50 0.50
Priority Check	C	0.25	0.50 v 0.25	0.20
Public Restroom Real Literary-like	C R	0.25 4.00	0.25 2.50	0.20 2.30
Reviving the Master	U	0.80	0.50▼	0.50
Ring of Prophecy Run, Fast!	U R	0.80 4.00	0.50▼ 2.50▼	0.50 2.30
Rupert Giles	R	4.30	3.00	2.80
Rupert Giles Rupert Giles	R P	4.30 2.40	3.00 2.20	2.80 1.40
Rupert Giles	Р	2.40	2.20▲	1.40
Scully Me Self-Referential Humor	U R	0.80 4.00	0.50▼ 2.50▼	0.50 2.30
Sentient Cheerleading Troph	уU	0.80	0.50▼	0.50
Shaky on the Dismount Sid	U	0.80	0.50▼ 0.50▼	0.50 0.50
Sledgehammer	Ū	0.80	0.50▼	0.50
Spellcasting Dolls Spike	R R	4.00 8.00	2.50 ▼ 5.00	2.30 3.80
Spike	R	8.00	5.00	3.80
Spike Spike	P P	2.90	2.50	1.50 1.50
Stake & Crossbow	U	0.80	0.50▼	0.50
Stake 'em high Streets of Sunnydale	C	0.80	0.50 v 0.25	0.50
Sunnydale Funeral Home		0.80	0.50▼	0.50
Sunnydale High School Auditorium	R	4.00	2.50▼	2.30
Sunnydale High School	U	0.80		
Computer Lab Sunnydale High			0.50▼	0.50
School Library Sunnydale School Hallways	U	0.80	0.50▼ 0.25	0.50 0.20
Sunnydale School Lawn	U	0.80	0.50▼	0.50
Sunset Superior Fighting	R R	4.00 4.00	2.50▼ 2.50▼	2.30
Supernatural Boost	R	4.30	3.00	2.80
Talent Show	U	0.80	0.50▼	0.50 0.50
Technopaganism Testosterone	C	0.80	0.50▼ 0.25	0.20
The Bronze The CPR Thing	C	0.25 0.25	0.25 0.25	0.20 0.20
The Dead Have Risen	UR	21.00	20.00	14.50
	UR R	32.50	21.00▼ 4.00	15.50 3.30
The Master	P	4.80 2.60	2.20▲ 2.20▲	1.40
The Master The Master Returns	P R	2.60 4.80	2.20A 4.00	1.40 3.30
The Nest	C	0.25	0.25	0.20
The Old Madison Body-Switch	U	0.80	0.50▼	0.50
The Pack	Ü	0.80	0.50▼	0.50

	Bu	ıff	y t	he	
	The Three U	0.80	0.50▼	0.50	E
1	The Ugly Man U	0.80	0.50v	0.50	E
1	Thrown to the Hyenas C	0.25	0.25	0.20	E
	Tome of Moloch U	0.80	0.50▼	0.50	
-	Trading Clothing U	0.80	0.50	0.50	E
I	Trans-possession R Tunnels U	4.10 0.80	2.80▼ 0.50▼	2.60 0.50	E
ı	Turn Them on Each Other U	0.80	0.50▼	0.50	E
1	Two Gun Woo C	0.25	0.25	0.20	(
1	Vampire Embrace U	0.80	0.50▼	0.50	(
1	Varsity Training C	0.25	0.25	0.20	(
ı	Warehouse U	0.80	0.50▼	0.50	(
ı	Watch Zebras Mating C	0.25	0.25	0.20	(
ı	Watcher training U	0.80	0.50▼ 0.25	0.50 0.20	(
ı	Weatherly Park Bike Trail C Welcome to the Harvest C	0.25 0.25	0.25	0.20	
į	When Good Mothers Go Badl L	0.80	0.50▼	0.50	ď
l	Why Yes, I am	0.00	0.00	0.00	(
ı	a Praving Mantis U	0.80	0.50▼	0.50	(
	Willow Rosenberg R	6.80	2.50▼	2.50	
	Willow Rosenberg R	6.80	2.50▼	2.50	(
	Willow Rosenberg P	2.70	2.00	1.30	ŀ
	Willow Rosenberg P	2.70	2.00▼	1.30	1
1	Wooly-Headed Liberal Thinking C	0.25	0.25	0.20	
l	Xander U	0.80	0.50▼	0.50	l
Ì	You Can Trust	0.00	0.001	0.00	li
	the Technopagan C	0.25	0.25	0.20	j
1	Young Frankenstein C	0.25	0.25	0.20	1
	Total	489.30	312.65 2	261.30	1
Ì	-		******************	*	
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	SAIYAN SAGA (250 Cards)	UPR	MED	LOW	
	SAIYAN SAGA (250 Cards) Saiyan Saga Set	UPR 277.50	ME0 275.00 √ 2	272.50	
	SAIYAN SAGA (250 Cards) Saiyan Saga Set Saiyan Saga Foil Set	UPR 277.50 118.75	ME0 275.00▼2 115.75▼	272.50 113.00	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Starter Box	UPR 277.50 118.75 96.75	MED 275.00 v 2 115.75 v 94.50 v 63.00 v	272.50 113.00	
	SAIYAN SAGA (250 Cards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Starter Box Saiyan Saga Booster Box Saiyan Saga Starter Deck	UPR 277.50 118.75 96.75 71.50 10.75	MED 275.00 v 2 115.75 v 94.50 v 63.00 v	272.50 113.00 92.25 54.50	
	SAIYAN SAGA (250 Cards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Starter Box Saiyan Saga Booster Box Saiyan Saga Starter Deck Saiyan Saga Booster Pack	UPR 277.50 118.75 96.75 71.50 10.75	MED 275.00 v 115.75 v 94.50 v 63.00 v 9.20 v 3.10 v	272.50 113.00 92.25 54.50 8.10 2.80	
	SAIYAN SAGA (250 Cards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Starter Box Saiyan Saga Booster Box Saiyan Saga Starter Deck Saiyan Saga Booster Pack Rare card	UPR 277.50 118.75 96.75 71.50 10.75	MED 275.00 V 115.75 V 94.50 V 63.00 V 9.20 V 3.10 V 3.00	272.50 113.00 92.25 54.50 8.10 2.80 2.90	
	SAIYAN SAGA (250 Cards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Starter Box Saiyan Saga Booster Box Saiyan Saga Booster Pack Saiyan Saga Booster Pack Rare card Uncommon card	UPR 277.50 118.75 96.75. 71.50 10.75 3.40 3.30 0.70	MED 275.00v: 115.75v 94.50v 63.00v 9.20v 3.10v 3.00 0.50v	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Sartarte Box Saiyan Saga Satratre Box Saiyan Saga Starter Deck Saiyan Saga Booster Pack Saiyan Saga Booster Pack Rare card Uncommon card	277.50 118.75 96.75. 71.50 10.75 3.40 3.30 0.70 0.20	MED 275.00¥2 115.75¥ 94.50¥ 63.00¥ 9.20¥ 3.10¥ 3.00 0.50¥ 0.10	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10	
	SALYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foll Set Saiyan Saga Starter Box Saiyan Saga Booster Box Saiyan Saga Booster Pack Saiyan Saga Booster Pack Rare Card Uncommon card Common card Rare forli Card	277.50 118.75 96.75. 71.50 10.75 3.40 3.30 0.70 0.20 6.80	MED 275.00¥2 115.75¥ 94.50¥ 9.20¥ 3.10¥ 3.00 0.50¥ 0.10 5.50¥	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10 5.00	
	SAIYAN SAGA (250 Cards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Starter Box Saiyan Saga Stoster Box Saiyan Saga Stoster Pack Saiyan Saga Booster Pack Rare card Uncommon card Common card Rare foil card Uncommon foil card	277.50 118.75 96.75. 71.50 10.75 3.40 3.30 0.70 0.20	ME0 275.00 v: 115.75 v 94.50 v 63.00 v 9.20 v 3.10 v 3.00 0.50 v 0.10 5.50 v 1.20 v	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10 5.00 1.00	
	SALYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foll Set Saiyan Saga Starter Box Saiyan Saga Booster Box Saiyan Saga Booster Pack Saiyan Saga Booster Pack Rare Card Uncommon card Common card Rare forli Card	277.50 118.75 96.75. 71.50 10.75 3.40 3.30 0.70 0.20 6.80 1.40 0.50	MED 275.00¥2 115.75¥ 94.50¥ 9.20¥ 3.10¥ 3.00 0.50¥ 0.10 5.50¥	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10 5.00	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Satarter Box Saiyan Saga Satarter Box Saiyan Saga Starter Deck Saiyan Saga Booster Pock Saiyan Saga Booster Pack Rare card Uncommon card Common card Rare foil card Uncommon foil card Common foil card BURGER KING PROMO CARI GOKU'S ATLES	277.50 118.75 96.75. 71.50 10.75 3.40 3.30 0.70 0.20 6.80 1.40 0.50	MED 275.00 v 115.75 v 94.50 v 63.00 v 9.20 v 3.10 v 3.00 0.50 v 0.10 5.50 v 1.20 v 0.50 v MED 5.00	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10 5.00 1.00 0.50	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Booster Box Saiyan Saga Booster Box Saiyan Saga Booster Pack Saiyan Saga Starter Deck Saiyan Saga Booster Pack Rare card Uncommon card Common card Common foil card Common foil card Common foil card Gown Statack Gohan's Atlage Gohan's Anger	277.50 118.75 96.75. 71.50 10.75 3.40 3.30 0.70 0.20 6.80 1.40 0.50 0.50 0.50 0.50	### A MED 275.00 v. 115.75 v. 94.50 v. 9.20 v. 3.10 v. 3.00 0.50 v. 0.10 5.50 v. 1.20 v. WED 5.00 5.00 v. 0.50	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10 5.00 1.00 0.50 LOW 5.00 5.00	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foll Set Saiyan Saga Booster Box Saiyan Saga Booster Deck Saiyan Saga Booster Pack Saiyan Saga Booster Pack Rare card Uncommon card Common card Uncommon foil card Uncommon foil card Uncommon foil card Common f	277.50 118.75 96.75. 71.50 10.75 3.40 3.30 0.70 0.20 6.80 1.40 0.50 0.50 0.50 0.50 0.50 0.50	MED 275.00 v: 115.75 v 94.50 v 63.00 v 9.20 v 3.10 v 3.00 0.50 v 0.10 5.50 v 1.20 v MED 5.00 5.00 5.00 5.00	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10 5.00 1.00 0.50 LOW 5.00 5.00	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Booster Box Saiyan Saga Booster Box Saiyan Saga Booster Deck Saiyan Saga Booster Pack Saiyan Saga Booster Pack Rare card Uncommon card Common card Rare foil card Uncommon foil card Common foil card Common foil card BURGER KING PROMO CARI GOKUS Attack Gohan's Anger Krillin's Trick Piccolo's Revenge	277.50 118.75 96.75. 71.50 10.75 3.40 3.30 0.70 0.20 6.80 1.40 0.50 DS UPR 5.00 5.00 5.00	MED 275.00 v: 115.75 v 94.50 v 63.00 v 9.20 v 3.10 v 3.00 0.50 v 0.10 5.50 v 1.20 v 0.50 v MED 5.00 5.00 5.00 5.00 5.00	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10 5.00 1.00 0.50 LOW 5.00 5.00 5.00	
	SALYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Starter Box Saiyan Saga Booster Pox Saiyan Saga Booster Pack Saiyan Saga Booster Pack Rare Card Uncommon card Common card Common foil card Uncommon foil card Common foil card Common foil card BURGER KING PROMO CARI Goku's Attack Gohan's Anger Krillin's Trick Piccoid's Revenge Frieza's Spirit	UPR 277.50 118.75 96.75. 71.50 10.75 3.40 0.70 0.20 6.80 1.40 0.50 5.00 5.00 5.00	MED 275.00 v: 115.75 v 94.50 v 63.00 v 9.20 v 3.10 v 3.00 0.50 v 0.10 5.50 v 1.20 v MED 5.00 5.00 5.00 5.00 5.00	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10 5.00 1.00 0.50 LOW 5.00 5.00 5.00 5.00	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Satter Box Saiyan Saga Satter Box Saiyan Saga Booster Box Saiyan Saga Starter Deck Saiyan Saga Booster Pack Rare Card Uncommon card Common card Rare foil card Lincommon foil card Common foil c	UPR 277.50 1118.75 96.75. 71.50 10.75 3.40 0.70 0.70 0.20 6.80 1.40 0.50 UPR 5.00 5.00 5.00 5.00 7 5.00 5.00 7 5.00	MED 275.00 v: 115.75 v 94.50 v 94.50 v 9.20 v 9.20 v 0.10 5.50 v 1.20 v MED 5.00 5.00 5.00 5.00 5.00 5.00 5.00 5.0	272.50 113.00 92.25 54.50 8.10 2.80 0.50 0.10 5.00 1.00 0.50 LOW 5.00 5.00 5.00 5.00 5.00	
	SALYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Starter Box Saiyan Saga Booster Pox Saiyan Saga Booster Pack Saiyan Saga Booster Pack Rare Card Uncommon card Common card Common foil card Uncommon foil card Common foil card Common foil card BURGER KING PROMO CARI Goku's Attack Gohan's Anger Krillin's Trick Piccoid's Revenge Frieza's Spirit	UPR 277.50 118.75 96.75. 71.50 10.75 3.40 0.70 0.20 6.80 1.40 0.50 5.00 5.00 5.00	MED 275.00 v: 115.75 v 94.50 v 63.00 v 9.20 v 3.10 v 3.00 0.50 v 0.10 5.50 v 1.20 v MED 5.00 5.00 5.00 5.00 5.00	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10 5.00 1.00 0.50 LOW 5.00 5.00 5.00 5.00	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Booster Box Saiyan Saga Booster Box Saiyan Saga Booster Deck Saiyan Saga Booster Pack Rare Card Uncommon card Common card Rare foil card Uncommon foil card Common foil card Common foil card Common foil card BURGER KING PROMO CARI Goku's Attack Gohan's Anger Krillin's Trick Piccolo's Revenge Frieza's Spirit Super Saiyan Goku's Powe Vegeta's Smirk UTHER PROMO CARD Goku (Mt 4) Pr	277.50 118.75 96.75. 71.50 3.40 0.70 0.20 6.80 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0	MED 275.00V: 115.75V 63.00V 94.50V 63.00V 9.20V 3.10V 3.10V 5.50V 6.50V	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10 5.00 5.00 5.00 5.00 5.00 5.0	
	SALYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Booster Box Saiyan Saga Booster Box Saiyan Saga Booster Pack Saiyan Saga Starter Deck Saiyan Saga Booster Pack Rare Card Uncommon card Common card Common foil card Common foil card Common foil card Gown Sayan Gord Sayan Burger King Promo Carl Goku's Attack Gohan's Anger Krillin's Trick Piccolo's Revenge Frieza's Spirit Super Saiyan Goku's Powe Vegeta's Smirk UTHER PROMO CARDS Goku (IM 4) Pr Piccolo (Vid 4) Pr	277.500 118.75 96.75. 71.50 0.70 0.20 6.80 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0	MED 275.002* 94.507 94.507 94.507 94.507 92.07 3.107 0.507 0.507 0.507 5.00 5.00 5.00 5.00	272.50 113.00 92.25 54.50 8.10 2.80 2.90 0.50 0.10 5.00 5.00 5.00 5.00 5.00 5.0	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Booster Box Saiyan Saga Booster Box Saiyan Saga Booster Deck Saiyan Saga Booster Pack Rare Card Uncommon card Common card Rare foil Card Uncommon foil card Common foil card Common foil card Common foil card Common foil card Sunger KING PROMO CARI Goku'S Attack Gohan'S Anger Krillin's Trick Piccolo's Revenge Frieza's Spirit UTHER PROMO CARDS Goku (M 4) Priccolo (M 4) Priccoto (M 4)	277.50 118.75 96.75. 10.75 3.40 3.30 0.70 0.20 6.80 1.40 0.50 5.00 5.00 7.500 7.500 9.500	MED 275.002 115.75 1275.07 115.75 1275.07 115.75 1275 1275 1275 1275 1275 1275 1275 12	272.50 113.00 92.25 54.50 92.25 54.50 2.80 0.50 0.50 1.00 0.50 5.00 5.00 5.00 5.0	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Foil Set Saiyan Saga Booster Box Saiyan Saga Booster Box Saiyan Saga Booster Deck Saiyan Saga Booster Pack Rare Card Uncommon card Common card Rare foil Card Uncommon foil card Common foil card Common foil card Common foil card Common foil card Sunger KING PROMO CARI Goku'S Attack Gohan'S Anger Krillin's Trick Piccolo's Revenge Frieza's Spirit UTHER PROMO CARDS Goku (M 4) Priccolo (M 4) Priccoto (M 4)	277.50 118.75 71.50 10.75 3.40 0.70 0.20 6.80 1.40 0.50 0.50 0.50 5.00 5.00 0.50 0.50 0	MED 275.002* 94.50* 94.50* 94.50* 963.00* 9.20* 0.50* 0.10* 0.50*	272.50 2113.00 92.25 54.50 92.25 54.50 0.50 0.50 0.50 0.50 0.50 0.50 0.	
	SALYAN SAGA (250 Gards) Salyan Saga Set Salyan Saga Foll Set Salyan Saga Foll Set Salyan Saga Booster Box Salyan Saga Booster Dox Salyan Saga Booster Dox Salyan Saga Booster Pack Rare Card Uncommon card Common card Rare foll card Uncommon foll card Common foll card Common foll card Common foll card BURGER KING PROMO CARI Goku's Attack Gohan's Anger Krillin's Trick Priccolo's Revenge Frieza's Spirit Super Salyan Goku's Powe Vegeta's Smirk UTHER PROMO CARDS Goku (Ivi 4) Pr Vegeta (Ivi 4) Pr Vegeta (Ivi 4) Pr Raditz (Ivi 4) Pr Gohan (Ivi 4) Pr	277.50 118.75 96.75 71.50 10.75 3.40 3.30 0.20 6.80 1.40 0.50 0.50 5.00 5.00 5.00 5.00 5.00 5	MED 9275.00 V 115.75 V 94.50 V 94.50 V 94.50 V 92.50 V	272.50 113.00 92.25 54.50 54.50 0.50 0.50 0.50 0.50 0.50 0	
	SALYAN SAGA (250 Gards) Salyan Saga Set Salyan Saga Satarter Box Salyan Saga Starter Box Salyan Saga Starter Deck Salyan Saga Starter Deck Salyan Saga Booster Pack Rare Card Uncommon card Common card Rare foil card Uncommon foil card Common foi	UPR 277.50 118.75 71.50 10.75 3.40 0.70 0.20 6.80 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0	MED 1115.75 y 1275.00 y 12	272.50 113.00 92.25 54.50 8.10 2.80 0.50 0.10 5.00 1.00 5.00 5.00 5.00 5.0	
	SALYAN SAGA (250 Gards) Salyan Saga Set Salyan Saga Foil Set Salyan Saga Foil Set Salyan Saga Booster Box Salyan Saga Booster Pox Salyan Saga Booster Pack Rare Card Uncommon Gard Common Gard Common foil card Burser King Promo CARI Goku's Attack Gohan's Anger Krillin's Trick Piccolo's Revenge Frieza's Spirit Super Salyan Goku's Powe Vegeta's Smirk UTHER PROMO CARD Goku (M' 4) Pr Vegeta (M' 4) Pr Folcalo (W 4) Pr Folhan (W 4) Pr Gohan (W 4) Pr Krillin (M' 4) Pr Rapoa (W) 4) Rapoa (W) 4) Pr Rapoa (W) 4 Pr R	277.50 118.75 71.50 10.75 3.40 0.70 0.20 6.80 0.50 5.00 5.00 5.00 0.50 0.50 0.50 0	MED 275.00V 115.75 Y 94.50V 94.50V 92.0V 3.00V 0.50V 0.50V 0.50V 5.00V 5.00V 5.00V 5.00V 5.00V 6.00V 6	272.50 113.00 92.25 54.50 8.10 2.80 0.50 0.10 0.50 0.50 0.50 0.50 0.50 0.5	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Satter Box Saiyan Saga Booster Box Saiyan Saga Booster Deck Saiyan Saga Booster Deck Saiyan Saga Booster Deck Saiyan Saga Booster Pack Rare card Uncommon card Common card Rare foil card Uncommon foil card Common foil card Common foil card Common foil card BURGER KING PROMO CARI Goku's Attack Gohan's Anger Krillin's Trick Piccolo's Revenge Frieza's Spirit Super Saiyan Goku's Powe Vegeta's Smirk UTHER PROMO CARDS Goku (M 4) Pr Piccolo (M 4) Pr Raditz (M 4) Pr Rillin (M 4) Pr Rillin (M 4) Pr Rillin (M 4) Pr Rillin (M 4) Pr Rorror dupe of P1	277.50 196.75. 71.50 10.75 3.40 0.70 0.20 0.50 0.50 0.50 0.50 0.50 0.50 0.5	MED 275.00V: 275.00V: 310V: 31	272.50 113.00 92.25 54.50 8.10 2.80 0.50 0.10 5.00 5.00 5.00 5.00 5.00 5.0	
	SALYAN SAGA (250 Gards) Salyan Saga Set Salyan Saga Foil Set Salyan Saga Foil Set Salyan Saga Booster Box Salyan Saga Booster Pox Salyan Saga Booster Pack Rare Card Uncommon Gard Common Card Common Gard Common foil card Uncommon foil card Common foil card BURGER KING PROMO CARI Goku's Attack Gohan's Anger Krillin's Trick Priccolo's Revenge Frieza's Spirit Super Salyan Goku's Powe Vegeta's Smirk UTHER PROMO CARDS Goku (Ivi 4) Pr Vegeta (Ivi 4) Pr Raditz (Ivi 4) Pr Raditz (Ivi 4) Pr Raditz (Ivi 4) Pr Raditz (Ivi 4) Pr Rappa (Ivi 4) Pr Rappa (Ivi 4) Pr Rappa (Ivi 4) Pr Frort dupe of P7 Foil. PROMO CARDS	277.50 10.75 10.75 3.40 0.70 0.20 0.50 0.50 5.00 5.00 5.00 5.00 5.0	MED 275.00V 115.75 Y 94.50V 94.50V 92.0V 3.00V 0.50V 0.50V 0.50V 5.00V 5.00V 5.00V 5.00V 5.00V 6.00V 6	272.50 113.00 92.25 54.50 8.10 2.80 0.50 0.10 0.50 0.50 0.50 0.50 0.50 0.5	
	SAIYAN SAGA (250 Gards) Saiyan Saga Set Saiyan Saga Saterre Box Saiyan Saga Booster Box Saiyan Saga Saterre Deck Saiyan Saga Booster Deck Saiyan Saga Booster Deck Saiyan Saga Booster Deck Saiyan Saga Booster Pack Rare Card Uncommon card Rare foil Card Uncommon foil card Common foil card Surger KING PROMO CARD Soku's May Piccolo's Revenge Frieza's Spirit Cottle Promo CARDS Soku (M 4) Pr Rodiz (M 4) Pr Raditz (M 4) Pr Raditz (M 4) Pr Raditz (M 4) Pr Raditz (M 4) Pr Rodina (M 4) Pr Proror dupe of P1 Prerror dupe of P1 Prerror dupe of P7 Pr FOIL PROMO CARDS Soku (M 4) PF FOIL PROMO CARDS	UPR 277.500 10.755 277.500 10.755 277.500 0.700 0.500 UPR 5.000 5.000 5.000 5.000 5.000 5.000 6.000 6.000 6.000 6.000	MED 275.00V: 115.75 V 94.50V 94.50V 94.50V 0.100 0.50V 0.100 0.50V	272.50 113.00 92.25 54.50 8.10 2.80 0.50 0.10 1.00 0.50 0.50 0.50 5.00 5.0	

Willow Rosenberg Willow Rosenberg	P	2.70 2.70	2.00▼	1.30 1.30
Wooly-Headed Liberal Thinking	С	0.25	0.25	0.20
Xander	Ŭ	0.80	0.50▼	0.50
You Can Trust the Technopagan	С	0.25	0.25	0.20
Young Frankenstein	C	0.25	0.25	0.20
Total		489.30	312.65	201.30
Mona				70
123/9	1)	17-	1	
Collegations	0	and) (denne	
SAIYAN SAGA (250 Car	dol	UPR	MED	LOW
Saiyan Saga Set	asj		275.00▼	
Saiyan Saga Foil Set Saiyan Saga Starter Bo		118.75	115.75▼ 94.50▼	113.00
Saiyan Saga Booster B	X OX		63.00 v	
Saiyan Saga Starter De Saiyan Saga Booster P	ck		9.20▼	8.10 2.80
Rare card	aun	3.30 0.70	3.00	2.90
Uncommon card		0.00	0.40	0.50
Common card Rare foil card		6.80	0.10 5.50▼	0.10 5.00
Uncommon foil card		1.40 0.50	1.20	1.00
Common foil card BURGER KING PROMO (CAR	DS UPH	MIFT	0.50 LOW
Goku's Attack		5.00	5.00	5.00
Gohan's Anger Krillin's Trick		5.00	5.00	5.00 5.00
Piccolo's Revenge		5.00	5.00	5.00
Frieza's Spirit Super Saivan Goku's P	OWe	5.00 r 5.00	5.00	5.00 5.00
Super Saiyan Goku's P Vegeta's Smirk	0110	5.00	5.00	5.00
OTHER PROMO CARDS Goku (IVI 4)	Pr	UPR 5.00	MED 5.00	5.00
Piccolo (Ivl 4)	Pr	5.00	5.00	5.00
Vegeta (Îvl 4)	Pr	5.00		5.00
Raditz (İvl 4) Gohan (Ivl 4)	Pr Pr	5.00 5.00	5.00 5.00	5.00
Krillin (lvl 4)	Pr	5.00		4.10
Nappa (IVI 4) error dupe of P1 error dupe of P7 FOIL PROMO CARDS	Pr Pr	5.00 6.00	4.80▼ 5.40▼	4.10 5.00
error dupe of P7	Pr Pr			5.00
FOIL PROMO CARDS Goku (IVI 4)	Pr	UPR 17.75 16.25	MED 15.00 v	12.00
Piccolo (Ivl 4)	Pr	16.25	15.00A	
Vegeta (Ivl 4)	Pr Pr	17.50	15.00▲	12.00
Raditz (İvl 4) Gohan (İvl 4)	Pr		15.00▲ 15.00▲	12.00
Krillin (Ivl 4)	Pr	14.25	12.00▲	10.50
Nappa`(IVI 4) TOP FOIL CARDS	Pr RA	14.25 R UPR	12.00 MED	10.50 LOW
Earth Dragon Ball 6	R	7.20	6.00	5.00
Earth Dragon Ball 7 Saihaimen (Ivl 4)	R R	7.20 7.20	6.00	5.00 5.00
Saibaimen (Ivl 4) Saibaimen (Ivl 2)	R	6.90	5.50▼	5.00
Saibaimen (Ivl 3) CARD NAME	R	6.90	5.50▼	5.00
Ally's Sacrifice	U		0.70	0.50
Battle Pausing	R	3.60	3.10▼	3.00
Black Bear Hug Drill Black Defender Drill	U	0.70 0.70	0.70 0.70	0.50 0.50
Black Elbow Strike	U	0.70	0.70	0.50
Black Front Kick Black Side Kick	U	0.70 0.70	0.70 0.70	0.50 0.50
Black Striking Drill	Ū	0.70	0.70	0.50
Blazing Anger! Blue Breakfall Drill	U	0.70 0.70	0.70 0.70	0.50 0.50
Blue Cradle Drill	U	0.70	0.70	0.50
Blue Deceiving Drill	U	0.70	0.70	0.50
Blue Enemies Drill Blue Off-Balancing	U	0.70	0.70	0.50
Opponent Drill	U	0.70	0.70	0.50
Blue One Arm Shoulder Throw	С	0.40	0.25	0.10
Blue Reversal Drill	U	0.70	0.70	0.50
Bulma (Ivl 1) Bulma Finds a Dragon Ba	U II R	0.70 3.60	0.70 3.50	0.50 2.90
Chi-Chi (Ivl 1)	Ü	0.70	0.70	0.50
Chiaotzu (Ivl 1)	U	0.70	0.70	0.50
Chiaotzu (İvl 2) Chiaotzu's Physical	U	0.70	0.70	0.50
Defense		F 42.25	38.00▼	
Dream Fighting	R	3.60	3.10▼	3.00
· Acchech	2	111	100	

Forth Dresses D. II A				0.55
Earth Dragon Ball 3		0.70		
Earth Dragon Ball 4	U	0.70	0.70	0.50
Earth Dragon Ball 5 Earth Dragon Ball 6	R	0.70 4.30	0.70 3.60▼	0.50 3.40
Earth Dragon Ball 7	R	3.90	3.60	3.00
Earth Dragon Ball Capture		3.60	3.30▼	2.90
Earth Dragon Ball Comba		3.60	3.30▼	2.90
Eves of the Dragon	U	0.70	0.70	0.50
Gohan (Ivl 1)	Χ	2.70	1.30▼	1.00
	XF	2.90	2.10▼	1.20
Gonan (IVI 2)	X	2.70	1.30▼	1.00
Gohan (Ivl 3)	XF X X X X	2.70 2.90 2.70 2.70	1.30 v 1.30 v 1.30 v	1.00
Goku (Ivl 1) Goku (Ivl 1HT)	ΧF	2.00	2.30▼	1.00
Goku (Ivl 2)	X	2.70	1.30▼	1.00
Goku (Ivl 3)	X	2.70 2.70	1.30▼	
Goku's Capturing Drill	R	3.60	3.50▼	2.90
Goku's Lucky Break Goku's Mixing Drill	R	3.60	3.50▼	2.90
Goku's Mixing Drill	R	3.60	3.50▼	2.90
	JRF	40.00	37.75▼	28.00
	JKr	40.00	37.75▼	28.00
King Kai's Calming Krillin (Ivl 1)	R X	3.60 2.30	3.50V	2.90 1.00
Krillin (Ivl 1HT)	ΧF	3.00	1.30 v 2.30 v	1.20
Krillin (Ivl 2)	X XF X	2.70	1.30▼	1.00
Krillin (Ivl 3)	χ	2.70	1.30▼	1.00
Krillin's Drill	R	3.60	3.50▼	2.90
Krillin's Energy Disk	R	3.60	3.50▼	2.90
Medic Kit	JKF	35.75	33.50▼	19.25
Meditation Drill Mother's Touch	U	0.70	0.70	0.50 0.50
Nappa (IVI 1)	X	0.70 2.30	1.30▼	1.00
Nappa (IVI 1)	ΧF	3.00	2.30▼	1.20
Nappa (IvI 2)	Χ	2.70	1.30v	1.00
Nappa (Ivl 3)	Χ	2.70	1 30*	1.00
Nappa's Energy Aura	U	0.70	0.70	0.50
Nappa's Physical Resistance	U	0.70 0.70	0.70	0.50
Orange Body Shifting Drill Orange Focusing Drill	U	0./0	0./U	0.50
Orange Focusing Drill Orange Joint Restraint Dril	I	3.60 0.70	3.50 v	0.50
Orange Lifting Drill	U	0.70	0.70	0.50
Orange Spontaneous Dril		0.70	0.70	0.50
Orange Tripping Drill	Ū	0.70	0.70 0.70	0.50
Piccolo (Ivl 1) Piccolo (Ivl 1HT) Piccolo (Ivl 2)	χ	2.30	1.30▼	1.00
Piccolo (Ivl 1HT)	XF	3.00 2.70	2.30▼	1.20
Piccolo (Ivl 2)	X	2.70	1.30▼	1.00
Piccolo (Ivl 3)	Х	2.70 0.70 0.70	1.30	1.00
Piccolo Defense Drill Power Up the Most!	U	0.70	0.70 0.70	0.50
Raditz (IVI 1)	Х	2.70	1.30▼	1.00
Raditz (IVI 1HT)	ΧF		2.30▼	1.20
Raditz (Ivl 2)	Χ	2.70	1.30▼	1.00
Raditz (Ivl 3)	Χ	2.70	1.30▼	1.00
Raditz Energy Burst	R	3.60	3.50▼	2.90
Raditz Physical Defense	U	0.70	0.70	0.50
Red Penetrating	U	0.70	0.70	0.50
Defense Drill Red Wrist Control Drill	U	0.70	0.70	0.50
Roshi Training	Ü			
			11 /11	
Saibaimen (lvl 4)	R	0.70 3.80	0.70 3.50	0.50 2.90
Saibaimen (Ivl 4) Saiyan Appraisal Maneuve	R	3.80 3.60	0.70 3.50 3.30	2.90 3.00
Saiyan Appraisal Maneuve Saiyan Mental Energy Attack	· R ‹U	3.80 3.60 0.70	3.50 3.30▼ 0.70	2.90 3.00 0.50
Saiyan Appraisal Maneuve Saiyan Mental Energy Attack	R KU R	3.80 3.60 0.70 3.80	3.50 3.30▼ 0.70 3.50▼	2.90 3.00 0.50 2.90
Saiyan Appraisal Maneuve Saiyan Mental Energy Attaci Saiyan Power Drill Saiyan Truce Card	R U R R	3.80 3.60 0.70 3.80	3.50 3.30 0.70 3.50 3.50	2.90 3.00 0.50 2.90 3.20
Saiyan Appraisal Maneuve Saiyan Mental Energy Attac Saiyan Power Drill Saiyan Truce Card Tien (Ivl 1)	RURRU	3.80 3.60 0.70 3.80 3.80 0.70	3.50 3.30 0.70 3.50 3.50 0.70	2.90 3.00 0.50 2.90 3.20 0.50
Saiyan Appraisal Maneuve Saiyan Mental Energy Attacl Saiyan Power Drill Saiyan Truce Card Tien (Ivl 1) Tien (Ivl 2)	RURRUU	3.80 3.60 0.70 3.80 3.80 0.70 0.70	3.50 3.30 0.70 3.50 3.50 0.70 0.70	2.90 3.00 0.50 2.90 3.20 0.50
Saiyan Appraisal Maneuve Saiyan Mental Energy Attacl Saiyan Power Drill Saiyan Truce Card Tien (Ivl 1) Tien (Ivl 2) Vegeta (Ivl 1)	RURRUUX	3.80 3.60 0.70 3.80 3.80 0.70 0.70	3.50 3.30 0.70 3.50 3.50 0.70 0.70	2.90 3.00 0.50 2.90 3.20 0.50
Saiyan Appraisal Maneuve Saiyan Mental Energy Attacl Saiyan Power Drill Saiyan Truce Card Tien (Ivl 1) Tien (Ivl 2) Vegeta (Ivl 1) Vegeta (Ivl 1HT)	RURRUUX	3.80 3.60 0.70 3.80 0.70 0.70 2.70 3.00	3.50 3.30 0.70 3.50 3.50 0.70 0.70 1.30 2.30	2.90 3.00 0.50 2.90 3.20 0.50
Salyan Appraisal Maneuve Salyan Mental Energy Altaci Salyan Power Drill Salyan Truce Card Tien (W 1) Tien (W 2) Vegeta (W 1) Vegeta (W 1+) Vegeta (W 2) Vegeta (W 2) Vegeta (W 3)	RURRUUXXFXX	3.80 3.60 0.70 3.80 0.70 0.70 2.70 2.70 2.70	3.50 3.30 0.70 3.50 0.70 0.70 0.70 1.30 2.30 1.30 1.30	2.90 3.00 0.50 2.90 3.20 0.50 1.00 1.20 1.00
Saiyan Appraisal Maneuve Saiyan Mental Energy Marial Energy Mas Saiyan Power Drill Saiyan Truce Card Tien (Ivl 1) Tien (Ivl 2) Vegeta (Ivl 1) Vegeta (Ivl 2) Vegeta (Ivl 3) Vegeta SENERGY Blast	RURRUUXXFXXU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 2.70 2.70 0.70	3.50 3.30 0.70 3.50 0.70 0.70 0.70 1.30 1.30 0.70 0.70	2.90 3.00 0.50 2.90 3.20 0.50 0.50 1.00 1.20 1.00 0.50
Saiyan Appraisal Manauve Saiyan Mental Energy Masa Saiyan Power Drill Saiyan Truce Card Tinen (M 2) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 2) Vegeta (Energy Blast Vegeta's Plans	RURRUUXXFXXUR	3.80 3.60 0.70 3.80 0.70 0.70 2.70 2.70 2.70 0.70 3.80	3.50 3.30 0.70 3.50 0.70 0.70 1.30 1.30 1.30 0.70 3.50 0.70	2.90 3.00 0.50 2.90 3.20 0.50 0.50 1.00 1.20 1.00 0.50 2.90
Saiyan Appraisal Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (Ivi 1) Vegeta (Ivi 1) Vegeta (Ivi 2) Vegeta (Ivi 2) Vegeta (Ivi 2) Vegeta (Ivi 3) Vegeta's Energy Blast Vegeta's Plans	RURRUUXXXXURR	3.80 3.60 0.70 3.80 0.70 0.70 2.70 2.70 2.70 0.70 3.80 3.80	3.50 3.30 0.70 3.50 0.70 0.70 1.30 2.30 1.30 0.70 3.50	2.90 3.00 0.50 2.90 3.20 0.50 0.50 1.00 1.20 1.00 0.50 2.90 3.20
Saiyan Appraisal Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (M 1) Tien (M 2) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 3) Vegeta Senergy Blast Vegeta's Plans Vegeta's Drill Yajiirobe (M 1)	RURRUUXXXXURRU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 2.70 2.70 0.70 3.80 3.80 0.70	3.50 3.30 0.70 3.50 0.70 0.70 1.30 1.30 1.30 0.70 3.50 0.70 3.50 0.70	2.90 3.00 0.50 2.90 3.20 0.50 1.00 1.20 1.00 0.50 2.90 3.20 0.50
Saiyan Appraisal Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tinen (IM 2) Vegeta (IM 1) Vegeta (IM 1) Vegeta (IM 2) Vegeta (IM 3) Vegeta's Energy Blast Vegeta's Drill Yajirobe (IM 1) Yajirobe (IM 1)	RURRUUXXXXURRUU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 2.70 2.70 0.70 3.80 3.80 0.70 0.70	3.50 3.30 0.70 3.50 0.70 0.70 1.30 2.30 1.30 0.70 3.50 0.70 3.50 0.70 0.70	2.90 3.00 0.50 2.90 3.20 0.50 1.00 1.20 1.00 0.50 2.90 3.20 0.50 0.50
Saiyan Appraisal Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (M 1) Tien (M 2) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 3) Vegeta Senergy Blast Vegeta's Plans Vegeta's Drill Yajiirobe (M 1)	RURRUUXXXXURRUUUU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 2.70 2.70 0.70 3.80 3.80 0.70	3.50 3.30 0.70 3.50 0.70 0.70 1.30 1.30 1.30 0.70 3.50 0.70 3.50 0.70	2.90 3.00 0.50 2.90 3.20 0.50 1.00 1.20 1.00 0.50 2.90 3.20 0.50
Saiyan Appraisal Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (M 1) Tien (M 2) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 3) Vegeta's Energy Blast Vegeta's Plans Vegeta's Plans Vegeta (M 2) Yajirobe's Energy Attack	RURRUUXXXXURRUUU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 2.70 2.70 0.70 3.80 3.80 0.70 0.70 0.70	3.50 3.30 0.70 3.50 0.70 0.70 1.30 1.30 1.30 0.70 3.50 0.70 0.70 0.70 0.70	2.90 3.00 0.50 2.90 3.20 0.50 1.00 1.00 1.00 0.50 2.90 3.20 0.50 0.50 0.50
Saiyan Appraisal Manayutaa Saiyan Mental Energy Mata Saiyan Power Drill Saiyan Truce Card Tien (M 1) Tien (M 1) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 3) Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans	RURRUUXXXXURRUUUUU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 2.70 2.70 0.70 3.80 3.80 0.70 0.70 0.70	3.50 3.30 0.70 3.50 0.70 0.70 1.30 1.30 1.30 0.70 3.50 0.70 0.70 0.70 0.70 0.70	2.90 3.00 0.50 2.90 3.20 0.50 1.00 1.00 1.00 0.50 2.90 3.20 0.50 0.50 0.50
Saiyan Appraisal Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (M 1) Tien (M 1) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 2) Vegeta (M 3) Vegeta (M 3) Vegeta (M 3) Vegeta (M 2) Vegeta (M 1) Vegeta (M 1) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 2) Vegeta (M 2) Vegeta (M 3) Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Energy Attack Yamcha (M 1) Yajirobe (M 2) Yajirobe (M	RURRUUXXXXURRUUUUU	3.80 0.70 3.80 0.70 3.80 0.70 2.70 2.70 0.70 2.70 0.70 0.70 0.7	3.50 3.30 0.70 3.50 0.70 0.70 1.30 1.30 1.30 0.70 3.50 0.70 0.70 0.70 0.70 0.70 0.70	2.90 3.00 0.50 2.90 3.20 0.50 1.00 1.20 1.00 0.50 2.90 3.20 0.50 0.50 0.50 0.50
Saiyan Appraisal Maneuve Saiyan Montal Energy Attad Saiyan Power Drill Saiyan Truce Card Titen (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 2) Vegeta (W 2) Vegeta S Energy Blast Vegeta's Plans	RURRUUXXXXURRUUUUU	3.80 0.70 3.80 0.70 3.80 0.70 2.70 2.70 0.70 2.70 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.70	3.50 3.30V 0.70 0.70 0.70 1.30V 0.70 1.30V 0.70 0.7	2.90 3.00 0.50 2.90 0.50 0.50 1.00 1.00 1.00 0.50 0.50 0.5
Saiyan Appraisal Maneuve Saiyan Martal Energy Attad Saiyan Prover Drill Saiyan Truce Card Tien (W 1) Tien (W 1) Tien (W 1) Tien (W 1) Tien (W 1) Tien (W 1) Vegeta (W 1) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta Sensy Usepta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans (W 1) Yajirobe's Energy Attack Yamcha (W 1) Yajirobe's Energy Attack Yamcha (W 1) Tienza Saga Set Complete Foil Set Frieza Saga Set Complete Foil Set Frieza Saga Booster Boo	RURRUUXXXVRRUUUUU	3.80 3.60 0.70 3.80 0.70 2.70 2.70 2.70 2.70 3.80 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0.70	3.50 3.30 0.70 0.70 0.70 1.30 1.30 0.70	2.90 3.00 0.50 2.90 0.50 0.50 1.00 1.00 0.50 2.90 3.20 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Saiyan Appraisal Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (M 1) Tien (M 1) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 3) Vegeta's Energy Blast Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Energy Attack Vegeta's Energy Attack Vegeta's Cuickness Drill Yajirobe (M 2) Yajirobe	RURRUUXXXVRRUUUUU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 3.00 2.70 0.70	3.50 3.30 0.70 3.50 0.70 0.70 0.70 1.30 1.30 1.30 0.70	2.90 3.00 0.50 2.90 0.50 0.50 1.00 1.00 1.00 0.50 0.50 0.5
Saiyan Appraisal Maneuve Saiyan Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (W 1) Tien (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta Senergy Blast Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Quickness Drill Yajirobe (W 1) Yajirobe (W 1) Yajirobe (W 1) Yajirobe (W 2) Yajirobe (W 2) Yajirobe (W 2) Yamcha (W 1) Yamcha (W 2) Temeza Saga Set Complete Foil Set Frieza Saga Booster Boy Fr	RURRUUXXXVRRUUUUU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 3.00 2.70 0.70	3.50 3.30 0.70 3.50 0.70 0.70 1.30 1.30 1.30 0.70	2.90 3.00 0.50 2.90 3.20 0.50 1.00 1.00 1.00 0.50 0.50 0.50 0.5
Sajan Appraisal Maneuve Sajan Mental Energy Attad Sajan Mental Energy Attad Sajan Prover Drill Sajan Truce Card Tien (M 1) Tien (M 1) Tien (M 2) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 2) Vegeta (M 2) Vegeta (M 3) Vegeta's Energy Blast Vegeta's Plans V	RURRUUXXXVRRUUUUU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 0.70 2.70 0.70	3.50 3.30 7.00 3.50 7.00 7.	2.90 3.00 0.50 2.90 3.20 0.50 1.00 1.00 0.50 0.50 0.50 0.50 0.5
Saiyan Appraisal Maneuve Saiyan Maretal Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (W 1) Tien (W 1	RURRUUXXXVRRUUUUU	3.80 0.70 0.70 0.70 2.70 2.70 3.80 0.70	3.50 3.30 0.70 3.50 0.70 0.70 0.70 0.70 0.70 1.30 0.70 0.	2.90 3.00 0.50 2.90 3.20 0.50 0.50 1.00 1.00 1.00 2.90 3.20 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Saiyan Appraisal Maneuve Saiyan Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (W 1) Tien (M 2) Vegeta (W 11) Vegeta (W 11) Vegeta (W 11) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta's Energy Blast Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Plans Vegeta's Courishess Drill Yajirobe (W 1) Yajirobe (W 1) Yajirobe (W 1) Yajirobe (W 2) Yajirobe (W 2) Yamcha (W 1) Yamcha (RURRUUXXXVRRUUUUU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 0.70 2.70 0.70	3.50 3.30 V 3.50 V 3.50 V 3.50 V 0.70 1.30 V 2.30 V 1.30 V 0.70	2.90 3.00 0.50 2.90 3.20 0.50 1.00 1.00 0.50 2.90 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Saiyan Appraisal Maneuve Saiyan Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (Ivi 1) Vegeta (Ivi 1) Vegeta (Ivi 1) Vegeta (Ivi 1) Vegeta (Ivi 2) Vegeta (Ivi 2) Vegeta (Ivi 2) Vegeta (Ivi 2) Vegeta (Ivi 2) Vegeta (Ivi 2) Vegeta Senergy Blast Vegeta's Plans Veg	RURRUUXXXXURRUUUUU	3.80 0.70 3.80 0.70 0.70 0.70 2.70 2.70 2.70 0.70	3.50 3.30 0.70 3.50 0.70 0.70 0.70 0.70 0.70 1.30 0.70 0.	2.90 3.00 0.50 2.90 3.20 0.50 0.50 1.00 1.00 1.00 2.90 3.20 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Sajan Appraisal Maneuve Sajan Mental Energy Attad Sajan Mental Energy Attad Sajan Prower Drill Sajan Truce Card Tinen (M 1) Tilen (M 1) Tilen (M 2) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 2) Vegeta (M 3) Vegeta Senergy Blast Vegeta's Plans Vegeta's Pla	RURRUUXXXXURRUUUUU L	3.80 3.60 0.70 3.80 0.70 2.70 3.80 2.70 0.70 0.70 0.70 0.70 0.70 0.70 0.7	3.50 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	2.90 3.00 0.50 2.90 3.20 0.50 1.00 1.00 1.00 0.50 0.50 0.50 0.5
Sajan Appraisal Maneuve Sajan Mental Energy Attad Sajan Mental Energy Attad Sajan Power Drill Sajan Truce Card Tien (M 1) Tien (M 1) Tien (M 2) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 2) Vegeta (M 2) Vegeta (M 2) Vegeta Senergy Blast Vegeta's Energy Blast Vegeta's Energy Blast Vegeta's Plans Vegeta's Energy Attack Tyajirobe (M 2) Yajirobe Senergy Attack Yamcha (M 1) Yajirobe Senergy Attack Yamcha (M 1) Yamcha (M 2) Teliza Saga Set Complete Foil Set Frieza Saga Booster Pac Rare foil card Uncommon foil card Common foil card Common foil card Common foil card Common card	RURRUUXXXXURRUUUUU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 2.70 0.70 0.70 0.70 0.7	3.50 3.30V 3.50V 3.50V 3.50V 1.30V 1.30V 1.30V 1.30V 3.5	2.90 3.00 0.50 2.90 3.20 0.50 0.50 1.00 1.00 1.00 0.50 0.50 0.5
Saiyan Appraisal Maneuve Saiyan Mental Energy Attad Saiyan Prover Drill Saiyan Truce Card Tien (W 1) Tien (M 1) Vegeta (W 11HT) Vegeta (W 11HT) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta's Energy Blast Vegeta's Plans Ve	RURRUUXXXXURRUUUUU	3.80 3.60 0.70 3.80 0.70 0.70 2.70 3.00 0.70 0.70 0.70 0.70 0.70 0.70 0	3.50 3.30V 0.70 3.50V 3.50V 3.50V 0.70 0.70 1.30V 1.30V 0.70 0.55 0.55 0.50	2.90 3.00 0.50 2.90 0.50 0.50 1.00 0.50 1.00 0.50 0.50 0.5
Sajan Appraisal Maneuve Sajan Mental Energy Attad Sajan Mental Energy Attad Sajan Prower Drill Sajan Truce Card Tinen (M 1) Tien (M 1) Tien (M 2) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 2) Vegeta (M 3) Vegeta Senergy Blast Vegeta's Plans	RURRUUXXXXURRUUUUUU 12 12 1 12 1 1 1 1 1 1 1 1 1 1 1	3.80 3.80 3.80 3.80 0.70 0.70 2.70 0.70 2.70 0.70 0.70 0.7	3.50 0.70 3.50 0.70 3.50 0.70 0.70 0.70 0.70 1.30 1.30 1.30 0.70 0.50	2.90 3.00 0.50 2.90 0.50 0.50 1.00 1.00 1.00 0.50 0.50 0.5
Saiyan Appraisal Maneuve Saiyan Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta Saivan Vegeta's Plans Vegeta's Plan	RURRUUXXXXURRUUUUUU	3.80 3.60 0.70 3.80 3.80 0.70 0.70 0.70 0.70 2.70 0.70 0.70 0.7	3.50 0.70 3.50 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	2.90 0.50
Sajan Appraisal Maneuve Sajan Mental Energy Attad Sajan Mental Energy Attad Sajan Prover Drill Sajan Truce Card Tien (IV 1) Tien (IW 2) Vegeta (IW 1) Vegeta (IW 1) Vegeta (IW 2) Vegeta (IW 2) Vegeta (IW 2) Vegeta (IW 3) Vegeta's Energy Blast Vegeta's Plans Vege	RURRUUXXXXURRUUUUUU 12 12 1 12 1 1 1 1 1 1 1 1 1 1 1	3.80 3.60 0.70 3.80 3.80 0.70 0.70 0.70 2.70 0.70 0.70 0.70 0.7	3.50 V 0.70 1.30 V 2.30 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	2.90 3.00 0.50 2.90 3.20 0.50
Saiyan Appraisal Maneuve Saiyan Maneuve Saiyan Mental Energy Attad Saiyan Power Drill Saiyan Truce Card Tien (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta Saivan Vegeta's Plans Vegeta's Plan	RURRUUXXXXURRUUUUUU 1 121k	3.80 3.60 0.70 3.80 3.80 0.70 0.70 0.70 0.70 2.70 0.70 0.70 0.7	3.50 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	2.90 0.50
Sajan Appraisal Maneuve Sajan Mental Energy Attac Sajan Mental Energy Attac Sajan Power Drill Sajan Truce Card Tinen (M 1) Tilen (M 2) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 2) Vegeta (M 2) Vegeta (M 3) Vegeta (M 2) Vegeta (M 3) Vegeta's Energy Blast Vegeta's Plans	RURRUUXXXXXURRUUUUU 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	3.80 3.60 0.70 3.80 3.80 0.70 0.70 0.70 2.70 2.70 2.70 0.70 0.7	3.50 (70 0.70 0.70 0.70 0.70 0.70 0.70 0.70	2.90 0.50
Sajan Appraisal Maneuve Sajan Maneuve Sajan Mental Energy Attad Sajan Prover Drill Sajan Truce Card Tiren (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta Senergy Blast Vegeta's Plans Vegeta's Pl	RURRUUXXX X URRUUUUU Barrak	3.80 0.70 3.80 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	3.50 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	2.90 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Sajan Appraisal Maneuve Sajan Mental Energy Attad Sajan Mental Energy Attad Sajan Prover Drill Sajan Truce Card Tien (W 1) Tien (W 1) Tien (W 2) Vegeta (W 1) Vegeta (W 1) Vegeta (W 2) Vegeta (W 2) Vegeta (W 3) Vegeta's Energy Blast Vegeta's Plans	RURRUUXXX X URRUUUUU Barrak	3.80 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	3.50 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	2.90 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Sajan Appraisal Maneuve Sajan Marsi Berrgy Attad Sajan Mental Energy Attad Sajan Mental Energy Attad Sajan Mental Energy Attad Sajan Power Drill Sajan Truce Card Titen (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 2) Vegeta's Energy Blast Vegeta's Energy Blast Vegeta's Energy Blast Vegeta's Energy Attack Yajirobe (W 1) Yajirobe (W 1) Yajirobe (W 1) Yajirobe (W 1) Yajirobe (W 1) Yajirobe (W 2) Yajirobe (W 2) Yajirobe Energy Attack Yamcha (W 2) Yajirobe Energy Attack Yamcha (W 2) Filez Asga Booster Borieza Sa	RURRUUXXXXURRUUUUUU	3.80 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	3.50 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	2.90 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Sajon Appraisal Maneuve Sajon Mental Energy Attad Sajon Prover Drill Sajvan Truce Card Tien (W 1) Tien (W 1) Tien (W 1) Tien (W 1) Tien (W 2) Vegeta (W 1) Vegeta (W 1) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 3) Vegeta's Energy Blast Vegeta's Energy Blast Vegeta's Plans Vegeta's Pla	RURRUUXXXXURRUUUUU DA 12.1k	3.80 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	3.50 (0.70 (2.90 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Saiyan Appraisal Maneuve Saiyan Mental Energy Attac Saiyan Prover Drill Saiyan Truce Card Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 2) Tiegeta (Ivi 2) Tiegeta (Ivi 2) Tiegeta (Ivi 2) Tiegeta (Ivi 2) Tiegeta Senergy Blast Tiegeta's Plans Ti	RURRUUXXXXURRUUUUUU	3.80 0.70 3.80 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	3.50 (0.70 (2.90 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Sajon Appraisal Maneuve Sajon Maprale Sajon Mental Energy Attad Sajon Prover Drill Sajon Truce Card Tiren (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 1) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta (W 2) Vegeta Senergy Blast Vegeta's Plans Vegeta's Plan	RURRUUXXXXURRUUUUU DA 12.1k	3.80 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	3.50 0.70 3.50 V 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	2.90 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Saiyan Appraisal Maneuve Saiyan Mental Energy Attac Saiyan Prover Drill Saiyan Truce Card Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 1) Tien (Ivi 2) Tiegeta (Ivi 2) Tiegeta (Ivi 2) Tiegeta (Ivi 2) Tiegeta (Ivi 2) Tiegeta Senergy Blast Tiegeta's Plans Ti	RURRUUXXXXXURRUUUUU) 121k COCCUURR CCUURR PP	3.80 0.70 3.80 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	3.50 (0.70 (2.90 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Sajan Appraisal Maneuve Sajan Maneuve Sajan Mental Energy Attad Sajan Prover Drill Sajan Truce Card Tiren (W1 1) Vegeta (W1 1) Vegeta (W1 1) Vegeta (W1 1) Vegeta (W1 1) Vegeta (W1 2) Vegeta (W2 2) Vegeta Sajan Prover Sajan	RURRUUXXXXXURRUUUUU III 121 K CCCUURR CCUURR Prrp	3.80 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	3.50 (0.70 (2.90 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0
Saiyan Appraisal Maneuve Saiyan Mental Energy Attac Saiyan Power Drill Saiyan Truce Card Tinen (M 1) Tien (M 2) Vegeta (M 1) Vegeta (M 1) Vegeta (M 2) Vegeta (M 2) Vegeta (M 3) Vegeta (M 2) Vegeta (M 3) Vegeta's Energy Blast Vegeta's Plans Vegeta	RURRUUXXXXXURRUUUUU) 121k COCCUURR CCUURR PP	3.80 0.70 3.80 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	3.50 (0.70 (2.90 0.50 0.50 0.50 0.50 0.50 0.50 0.50 0

	Ε.	old	ye	T/Dragonball Z
Oragon Ball 3 U	0.70	0.70	0.50	Hero Anger Pr 5.50 5.30 5.00
Oragon Ball 4 U Oragon Ball 5 U	0.70	0.70	0.50 0.50	Trunks did What? Pr 5.50 5.30 5.00 The Talking Ends Here! Pr 5.20 5.10 5.00
Oragon Ball 6 R	4.30 3.90	3.60▼ 3.60	3.40 3.00	Good Advice Pr 5.20 5.10 5.00 Just Kidding Pr 5.20 5.10 5.00
ragon Ball Capture R	3.60	3.30▼	2.90	No, really? Pr 5.20 5.10 5.00
ragon Ball Combat R f the Dragon U	3.60 0.70	3.30 ▼ 0.70	2.90 0.50	TOP FOIL CARDS RAR UPR MED LOW Gohan (Ivl 4) R 9.80 8.60 8.10
(lvl 1) X	2.70	1.30▼ 2.10▼	1.00 1.20	Goku On Namek (Ivl 4) R 11.25 9.60 8.10 Krillin On Namek (Ivl 4) R 9.10 8.10 8.00
(IvI 2) X	2.70	1.30▼	1.00	Nail Inspired (IVI 2) R 8.90 8.10 8.00
(Ivl 3) X Ivl 1) X	2.70	1.30▼ 1.30▼	1.00	Nail The Namekian (M 1) R 8.00 7.50▼ 6.50 Nail the Namekian
Ivi 1HT) XF		2.30▼	1:20 1.00	Hero (Ivi 3) R 8.40 8.10 7.30 Nappa Restored (Ivi 4) R 9.80 8.60 8.10
lvl 2) X lvl 3) X	2.70	1.30▼	1.00	Piccolo (Ivl 4) R 9.80 8.60 8.10
Capturing Drill R Lucky Break R	3.60	3.50▼ 3.50▼	2.90	Raditz Restored (IVI 4) R 10.50 9.10 8.10 This Too Shall Pass R 8.90 8.10 7.80
Mixing Drill R	3.60	3.50▼	2.90	Vegeta On Namek (Ivl 4) R 9.80 8.60 8.10
Truce UR	F 40.00 F 40.00	37.75 ▼ 37.75 ▼	28.00	A Hospital Stay C 0.25 0.15 0.10
ai's Calming R (Ivl 1) X	3.60 2.30	3.50 v 1.30 v	2.90 1.00	Black Energy Stamina Drill U 0.90 0.60▼ 0.50 Black Erasing Drill U 0.90 0.60▼ 0.50
(IVI 1HT) XF	3.00	2.30▼	1.20	Black Standing Position U 0.80 0.60▼ 0.50
(Ivl 2) X (Ivl 3) X	2.70	1.30 v	1.00 1.00	Blue Allies Drill U 0.80 0.60▼ 0.50 Blue Energy Implosion C 0.25 0.15 0.10
Drill R Energy Disk R	3.60	3.50 v 3.50 v	2.90 2.90	Blue Mental Drill U 0.80 0.60▼ 0.50 Bulma (Ivl 2) U 0.90 0.60▼ 0.50
Kit UR	F 35.75	33.50▼	19.25	Bulma's Scouter R 4.10 3.50▼ 2.60
tion Drill U r's Touch U	0.70 0.70	0.70	0.50 0.50	Captain Ginyu Reversal Drill U 0.80 0.60▼ 0.50 Chiaotzu (Ivl 3) U 0.90 0.60▼ 0.50
(Ivl 1) X (Ivl 1HT) XF	2.30	1.30 v 2.30 v	1.00 1.20	Chi-Chi (lvl 2) U 0.90 0.60▼ 0.50 Dende the
(lvl 2) X	2.70	1.30▼	1.00	Unlikely Hero (IvI 1) U 0.90 0.60▼ 0.50
(IvI 3) X 's Energy Aura U	2.70 0.70	1.30 v 0.70	1.00	Dodoria (Ivl 1) U 0.80 0.60▼ 0.50 Earth Dragon Ball Capture U 0.90 0.60▼ 0.50
Physical Resistance U	0.70	0.70	0.50	Frieza Smiles U 0.90 0.60▼ 0.50
Body Shifting Drill U Focusing Drill R	0.70 3.60	0.70 3.50	0.50 2.90	Frieza the Master URF 49.25 41.00▼ 35.00 Frieza's Influencing Drill U 0.80 0.60▼ 0.50
Joint Restraint Drill U	0.70	0.70	0.50 0.50	Gohan (Ivl 4) R 5.60 4.30 4.00
E Lifting Drill U Spontaneous Drill U	0.70 0.70	0.70	0.50	Goku the Super
Tripping Drill U (Ivl 1) X	0.70 2.30	0.70 1.30	0.50 1.00	Saiyan (Ivl 4) URF 50.75 50.00 42.50 Goku's Destroying Force C 0.25 0.15 0.10
(lvl 1HT) XF	3.00	2.30▼	1.20	Goku's Energy Absorption U 0.80 0.60▼ 0.50
) (Ivl 2) X) (Ivl 3) X	2.70	1.30 v	1.00	Goku's Super Saiyan Blast! R 4.00 3.50▼ 3.00 Guldo (Ivl 1) U 0.90 0.60▼ 0.50
Defense Drill U	0.70	0.70	0.50	Guldo (lvl 2) U 0.90 0.60▼ 0.50
Up the Most! U (Ivl 1) X	0.70 2.70	0.70 1.30	0.50 1.00	Guldo (Ivl 3) U 0.90 0.60▼ 0.50 Guldo's Time Drill U 0.90 0.60▼ 0.50
(Ivl 1HT) XF (Ivl 2) X	3.00	2.30 v	1.20 1.00	Hero Enraged! U 0.90 0.60▼ 0.50 Human Technology R 4.00 3.50▼ 2.60
(IvI 3) X	2.70	1.30▼	1.00	Jeice Spiral Flash C 0.25 0.15 0.10
Energy Burst R Physical Defense U	3.60 0.70	3.50 v 0.70	2.90 0.50	Jeice's Style Drill U 0.80 0.60▼ 0.50 Kami Fades R 4.10 3.50▼ 3.00
enetrating	0.70	0.70	0.50	Krillin On Namek (Ivl 4) R 4.80 4.00 3.80
ense Drill U rist Control Drill U	0.70	0.70	0.50	Krillin's Power Block U 0.80 0.60▼ 0.50 Mommy's Coming Dear R 4.00 3.50▼ 2.60
Training U nen (Ivl 4) R	0.70 3.80	0.70 3.50	0.50 2.90	Nail Inspired (Ivl 2) R 4.60 4.00 4.00 Nail The Namekian (Ivl 1) R 4.00 4.00 3.30
Appraisal Maneuver R	3.60	3.30▼	3.00	Nail the Namekian
Vental Energy Attack U Power Drill R	0.70 3.80	0.70 3.50	0.50 2.90	Hero (Ivl 3) R 4.00 4.00 4.00 Nappa Restored (Ivl 4) R 4.60 4.00 4.00
Truce Card R	3.80 0.70	3.50▼ 0.70	3.20 0.50	Nappa's Visionary Attack U 0.80 0.60▼ 0.50
/12) U	0.70	0.70	0.50	Orange Energy Manipulation C 0.25 0.15 0.10
(IVI 1) X (IVI 1HT) XF	2.70 3.00	1.30▼	1.00	Orange Leg Drill U 0.80 0.60▼ 0.50 Orange Wrist Motion C 0.25 0.15 0.10
(lvl 2) X	2.70	1.30▼	1.00	Piccolo (IvI 4) R 5.70 4.40▲ 4.00
(Ivl 3) X 's Energy Blast U	2.70 0.70	1.30▼ 0.70	1.00 0.50	Piccolo's Stomp R 4.00 3.50 2.60 Power R 4.00 3.50 3.00
's Plans R 's Quickness Drill R	3.80	3.50▼	2.90 3.20	Powerful Followers C 0.25 0.20 0.10 Raditz Restored (Ivl 4) R 4.60 4.00 4.00
e (lvl 1) U	0.70	0.70	0.50	Recoome Energy Throw C 0.25 0.15 0.10
e (Ivl 2) U e's Energy Attack U	0.70	0.70	0.50 0.50	Red Energy Defense Drill U 0.80 0.60▼ 0.50 Red Implosion Drill U 0.90 0.60▼ 0.50
a (lvl 1) U	0.70 0.70	0.70 0.70	0.50 0.50	Red Phasing Drill U 0.90 0.60▼ 0.50
a (IVI 2) U SAGA (125 Cards)	UPR	MED	LOW	Straining Lightning
Saga Set	135.751	29.00▲	122.00	Strike Move C 0.25 0.15 0.10 Straining Neck Move U 0.80 0.60 0.50
ete Foil Set Saga Booster Box		255.25▲2 90.00▼		This Too Shall Pass R 5.50 4.00 4.00
Saga Booster Pack oil card	4.10 8.00	3.50▼ 7.00▲	2.90 5.00	Tien's Jolting Aura C 0.25 0.15 0.10
mon foil card	1.50	1.50▼	1.50	Tien's Power Burst U 0.90 0.60▼ 0.50 Time's a warrior's tool C 0.25 0.20 0.10
on foil card ard	0.50	0.50 3.00	0.50 3.00	Vegeta Getting Bashed Drill U 0.80 0.60▼ 0.50
imon card	0.90	0.50▼	0.50	Vegeta On Namek (IvI 4) R 4.90 4.40
on card S SAGA PREVIEW FOI	0.20 LS UPR	0.10 MED	0.10 LOW	Vegeta's Jolting Slash C 0.25 0.15 0.10
king Ends Here! C dding C	1.30	1.00 0.50	0.80 0.50	Yajirobe the Hero (Ivl 3) U 0.90 0.60▼ 0.50
ally Drill? U	2.50	2.00	1.50	Yajirobe's Gifting Drill U 0.80 0.60▼ 0.50 Yamcha (IVI 3) U 0.90 0.60▼ 0.50
Advice U ck of Trunks R	2.50 6.10	2.00 6.00	1.50 5.50	TRUNKS SAGA (200 Cards) UPR MED LOW
did What? R	6.10	6.00▲	5.50	Trunks Saga Set 324.75 316.50▲308.25
S SAGA PREVIEW Iking Ends Here! C	UPR 0.45	0.25	0.15	Complete Foil Set 447.50 444.75 ▲ 442.25 Trunks Saga Booster Box 105.75 99.00 92.00
dding C ally Drill? U	0.25 1.00	0.25	0.15 0.80	Trunks Saga Booster Pack 4.20 4.10▲ 3.30 Rare foil card 7.00 7.00 5.00
Advice U	1.00	1.00	0.80	Uncommon foil card 1.50 1.50▼ 1.00
ck of Trunks R did What? R	3.00	3.00	3.00	Common foil card 0.50 0.50 0.50 Rare card 3.40 3.00 3.00
CARDS	UPR	MED	LOW	Uncommon card 0.70 0.50▼ 0.30
ck of Trunks Pr	5.20	5.10 5.10	5.00	Fixed card (X) 3.00 3.00 2.10
s Luck Pr s Rage Pr		5.30 5.30	5.00 5.00	PROMO CAROS RAR UPR MED LOW Trunks Defensive Crouch Pr 7.50 7.30 6.80
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R 4.00 2.50▼ 2.30

The Pack
The Talent Show

Must Go On.



DragonBall Z/Harry Potter





Confrontation	Pr	6.00	6.00	6.00
Concentration Drill	Pr	6.00	6.00	6.00
Blue Battle Drill	Pr	6.00	6.00	6.00
Tien Stands Ready	Pr	6.00	6.00	6.00
King Cold's Sword Trick	Pr	6.00	6.00	6.00
Garlic Jr.'s Revenge	Pr	6.00	6.00	6.00
Trunks Power Strike	Pr	7.20	6.50	6.00
Surprise!	Pr	7.00	6.80	6.40
Showdown	Pr	6.00	6.00	6.00
ANDROID PREVIEW FOIL	S	UPR	MED	LOW
Android 20 Absorbing Drill	C	1.50	1.00	0.80
Android 20 Powers Up	C	1.50	1.00	0.80
Android Effect	U	3.00	2.10	2.00
Super Saiyan Effect	U	3.00	2.10	2.00
Too Late	R	7.60	6.20▲	5.60
Trunks Finds the Answe	rR	8.60	8.20▲	7.60
ANDROID PREVIEW CAR	DS	UPR	MED	LOW
Android 20 Absorbing Drill	C	0.25	0.25	0.10
Android 20 Powers Up	C	0.25	0.25	0.10
Android Effect	U	1.00	1.00	1.00
Super Saiyan Effect	U	1.00	1.00	1.00
Too Late	R	3.10	3.00	3.00
Trunks Finds the Answer	R	4.10	4.00	4.00
TOP FOIL CARDS	RA	R UPR	MED	LOW
Black Style Mastery	R	8.00	7.00▼	5.00
Blue Style Mastery	R	8.00	7.00▼	5.00
Gohan Empowered (Ivl 4)		8.20	8.00	7.00
Goku, the Unbeatable (Ivl 4)		40.50	40.00	40.00
Goku's Battle Ready	R	7.30	7.00	6.50
Guru as Your Ally	R	7.30	7.00	6.50
Guru Fades	R	7.30	7.00	6.50
King Cold, the				
	UR		30.00	22.75
King Kai's Thoughts	R	7.30	7.00	6.50
Mailling /led 45	D	7 20	7.00	CEO

Krillin (Ivl 1) 730 7.00 6.50 Krillin Enraged (Ivl 2) Krillin, the Warrior (Ivl 3)R 8.20 7.00▼ 5.00 Namek Dragon Ball 6 8.00 8.00 Namek Dragon Ball 7 R Namekian Style Mastery R 8.20 7.00 8.20 Orange Style Mastery Piccolo Enraged (Ivl 4) 8.20 7.00▼ 5.00 8.10 7.50▼ 7.00 7.00 Red Destruction Blast 7.30 6.50 Red Style Mastery R Trunks, the Hero (Ivl 4) R 8 20 8 00 7.00 Vegeta Scans the City R Vegeta, Saiyan Prince (IVI 4) R 7.00V 5.00 8.00 Villain's True Power UR 21.75 21.50 4 20.75 What Was I Thinking R 7.30 7.00 6.50 Where There's Life

UR 20.75 20.00 20.00 There's Hope Black Smoothness Drill B 3 90 3.30▼ 3.00 Black Style Mastery 4.80 3.80▼ 3.10 Blue Awakening 0.80 0.60 0.50 Blue Style Mastery R 5.00 4.60▲ 3.70 Captain Ginyu (Ivl 1) 0.80 0.60V 0.50 Captain Ginvu Changes (IvI 3) Captain Ginyu U 0.80 0.60▼ 0.50 the Leader (Ivl 2) U 0.80 0.60 0.50 0.80 Dodoria (Ivl 1) 0.60▼ 0.50

0.80

0.80

1.00 0.80 0.60

0.20 0.25

0.10

The Hero is Down

Trunks Guardian Drill UR 37.50

0.60¥ 0.50 0.60¥ 0.50

Dodoria the Mocking (M 3) U Dodoria, In Flight (IVI 2) U 0.60▼ 0.50 0.60▼ 0.50 Frieza is Ready 0.90 Frieza's Irritation Grows U 0.90 Frieza, the Revived (I/I 4) U 0.90 0.60▼ 0.50 Garlic Jr., the 0.90 5.60 Void Master (Ivl 4) 0.60▼ 0.50 Gohan Empowered (M 4) R 4.30▼ 4.00 Gohan, the Warrior(Ivl 3) X Goku's Battle Ready R 3.80 3.50 3.30 3.80 3.40▼ 3.00 Goku, the Unbeatable (M 4)UR 51.25 Guru as Your Ally R 4.10 40.00 28.00 4.10 4.10 1.00 3.50 3.00 Guru Fades R Jeice With Style (IVI 2) U 3.50 3.00 0.80 0.60

King Cold, the
All Powerful (IvI 4) UR 38.25 27.00▼ 21.00 King Kai's Thoughts Krillin (Ivl 1) 3.50 3.80 3.50 3.50 3.00 3.00 Krillin Enraged (Ivl 2) 3.30**v** 0.20 0.20 3.70 3.00 0.10 0.25 Krillin Lashes Out Krillin Takes a Shot 0.25 0.10 Krillin's Heat Seeking Blast R 3.30 3.00 Krillin's Quest

	The Mark Walshirt		101.70	
1	Krillin, the Warrior (Ivl 3) R	3.90	3.30▼	3.00
	Nail Combat Drill R	3.90	3.30▼	3.00
	Nail Takes Extra Effort R	3.90	3.30▲	3.00
	Namek Dragon Ball 1 C	0.25	0.20	0.10
	Namek Dragon Ball 2 C	0.25	0.20	0.10
	Namek Dragon Ball 3 U	0.80	0.60▼	0.50
	Namek Dragon Ball 4 U	0.90	0.60▼	0.50
	Namek Dragon Ball 5 R	4.00	3.30▼	3.00
	Namek Dragon Ball 6 R	4.60	4.10▼	3.60
	Namek Dragon Ball 7 R	4.60	4.10▼	4.00
	Namek Dragon Ball Combat R	4.00	3.80▲	3.10
	Namek Dragon Ball Wish R	4.00	3.80▲	3.10
	Namekian Attack Drill U	1.00	0.60	0.50
-	Namekian Blocking Defense C	0.25	0.20	0.10
	Namekian Braced Attack C	0.25	0.20	0.10
l	Namekian Glare Attack C	0.25	0.20	0.10
Ì	Namekian Style Mastery R	4.80	3.80▼	3.10
	Namekian Thrust C	0.25	0.20	0.10
	Orange Dashing Gut Punch C	0.25	0.20	0.10
	Orange Energy Dan Drill R	3.90	3.30▼	3.00
	Orange Power Shifting Drill C	0.25	0.20	0.10
	Orange Resistance U	1.00	0.60	0.50
	Orange Special Beam Cannon Drill U	0.00	0.60	0.50
	Orange Straight Jah	0.80	0.60	0.50

Orange Straight Jab 4.00 4.10 Orange Style Mastery 3.00 Piccolo Enraged (Ivl 4) 4.00 3.80 Red Destruction Blast 3.80 3.50 0.25 Red Energy Shield 0.20 0.10 Red Evasion Drill 3.30▼ Red Face Upheaval 1.00 0.60 0.50 Red Gravity Drill 0.20 0.10 Red Implosion Lunge 0.25 0.20 0.10 Red Style Mastery 4.80 3.10 Saivan Knee Strike 1.00 0.60 0.50 Saiyan Style Mastery Spice and His Friends 0.25 0.20 0.10 Spice, the Punisher (M 4) U Straining Outburst Move C Trunks Effortless Drill U 1.00 0.25 0.20 0.10 0.90 Trunks, the Hero (Ivl 4) R 4.10 3.80▼ 3.10 Vegeta, Saiyan Prince (Ivl 4) R Villain's True Power UR 36.00 20.00 20.00 Vinegar Has Plans 0.25 0.20 0.10 Vinegar, the Attacker (Ivl 4) U 0.90 0.60▼ 0.50 Where There's Life

UR 25.75 20.00 20.00 There's Hone Androids Saga Set 205 00 200 00 195 00 Androids Foil Set 420.00 420.00 420.00 Androids Saga Booster Box 92.25 89.75▼ 87.50
Androids Saga Booster Pack 4.00 3.70▼ 3.30 Rare foil card 8.40 8.00 5.00 Uncommon foil card 1.50▼ 1.50 1.00 Common foil card 0.50 0.50 Rare card 4.00 3.50 3.00 Uncommon card 0.70 Common card 0.20 0.10 0.10 The Eves Have It 9.60 7 70**v** 5.50 Foreboding Evidence 9.50 8.00▼ A Burst of Energy 9.50 6.00V 4.00 Krillin's Search Android 19 is Stoic 9.60 7.70▼ 9.60 7.70 V 5.50 Krillin is Ready Android 16 Smiles 9.50 8.00▼ Pr Pr Pr Pr Pr 9.60 7.70▼ 5.50 Yamcha's Right Cross 9.60 7.70▼ Goku's Hesitation 960 7 70V 5.50 Planet Vegeta 10.00 9.50 6.00 **CELL PREVIEW FOILS** RA I MA 0.90 0.80 Cell Smiles 0.60 CCU Cell's Dark Attack Cell's Energy Blast 0.90 0.80 0.60 3.30 2.50 1.80 Cell's Defense 3.30 2.50 1.80 Awful Abrasions Cell's Threatening Position R
CELL PREVIEW CARDS RA 8.30 8.204 8.10 0.25 0.25 Cell Smiles C 0.45 0.15 Cell's Dark Attack 0.45 1.70 1.70 Cell's Energy Blast U 0.60 0.50 Cell's Defense 0.60 0.50 Awful Ahrasions 4 20 4 00 3.30 4.20 Cell's Threatening Position R 4.00 3.30

UR 37.50

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ı	CARD NAME RA	AR UPR	MED	LOW
	Android 16 (IvI 1) R	4.20	4.00	4.00
	Android 17 (IVI 1) R	4.20	4.00	4.00
	Android 17 Smirks R	4.00	4.00	3.30
	Android 17's Back Bash U	0.80	0.60▼	0.50
	Android 17's Haymaker U	0.80	0.60	0.50
	Android 18 (Ivl 1) R	4.20	4.00	4.00
ı	Android 18's Stare DownR			
ı	Android 19 (IVI 1) R	4.00	4.00	4.00
į		4.20	4.00	4.00
i	Android 19's Distress R	4.00	4.00	3.30
	Android 20 (IVI 1) R	4.20	4.00	4.00
	Android 20's Search Pattern U	0.80	0.60▼	0.50
i	Black Anger Stance U	0.80	0.60▼	0.50
	Black Energy Assault U	0.80	0.60▼	0.50
	Black Off-Balancing Punch U	0.80	0.60▼	0.50
į	Black Power Up U	0.80	0.60▼	0.50
i	Black Studying Drill U	0.80	0.60▼	0.50
	Blue Holding Drill U	0.80	0.60▼	0.50
ı	Bulma's Looking Good U	0.80	0.60▼	0.50
i	Goku's Heart Disease R	4.20	4.00	3.30
	Knockout Drill R	4.20	4.00	3.30
i	Namekian Finishing Effort U	0.80	0.60▼	0.50
	Orange Energy Phasing Drill U	0.80	0.60▼	0.50
ı	Orange Eye Beam R	4.00	4.00	3.30
i	Orange Searching Maneuver R	4.00	4.00	3.30
	Orange Stare Down U	0.80	0.60▼	0.50
	Orange Uppercut U	0.80	0.60▼	0.50
İ	Piccolo, the Trained (IVI 1) R	4.20	4.00	4.00
ı	Red Counterstrike R	4.20	4.00	3.30
	Red Dueling Drill U	0.80	0.60▼	0.50
	Red Hunting Drill U	0.80	0.60▼	0.50
	Red Lifting Kick U	0.80	0.60▼	0.50
ı	Red Tactical Drill R	4.20	4.00	3.30
ı	Saiyan Destiny U	0.80	0.60▼	0.50
	Saiyan Face Stomp R	4.00	3.90	3.20
	Saiyan Focus U	0.80	0.60▼	0.50
	Saiyan Left Kick U	0.80	0.60▼	0.50
	Saiyan Lightning Dodge R	4.20	3.90	3.20
	Straining Energy Blast Move U	0.80	0.60▼	0.50
	Straining Jump Kick Move U	0.80	0.60	0.50
	The Hero is Down UF		20.00▼	18.00
	Tien, the Watcher (Ivl 4) R	4.80	4.10	4.00
	Tien's Mental Conditioning U	0.80	0.60	0.50
	Tien's Solar Flare U	0.80	0.60▼	0.50
	Trunks Guardian Drill UP		20.00	
	Unexpected Company U	0.80	0.60▼	0.50
	Vegeta, the Ready (Ivl 1) R	5.00	4.60▲	4.10
	Yajirobe, the		4.40	
	Unstoppable (Ivl 4) R	4.80	4.10	3.80
	Yamcha is There (Ivl 4) R	4.80	4.10	3.80
	CELL SAGA (200 Cards)	UPR	WED	LOW
	Cell Saga Set	301.00	299.00▼	
	Cell Saga Starter Box		103.00▼	
	Cell Saga Starter Deck	13.00		
ı	0.11.0			

Cell Saga Booster Box

Cell Saga Booster Pack

95.50

3.70 3.50▼ 3.50

95.00 90.00

Uncommon foil 2.30 2.00 1.90 Common foil 0.80 4.00 0.60▼ 0.50 Rare card 3.00▼ 3.00 1.00 1.00 Uncommon card 0.80 Common card 0.10 Fixed Card (X) 3.00 2.00 1.50 Cell's Self Destruct (tournaments) 8.10 7 00V 6.00 Cell's Domination Drill (Scrye) 5.00 13.75 Kami's Idea (volunteers) 8.007 5.30 He's Safe (magazine) 5.30
Just Thinking (web offer) 9.80
Land in Pain (tournaments) 6.00 3.80 7.00V 5.30 It's all About Time (Cansule Corn.) 7.30 6.50V 5 30 Trunks Thinking (Funimation) 6.00 5.50 4.50 Looking Good (Inquest) 6.00 5.50 4.50 Piccolo's First Block (mall tour) 8.50
CELL GAMES PREVIEW FOILS UPR 7.00▼ 5.30 Cell's Draining 4.10 6.00 3.30▼ 2.40 Cell's Arena Pre 6.00 6.00 Pre Pre 4.10 5.00 2.40 5.00 Cell's Last Strike 3.30▼ They're All There 5.00 Heroes' Battleground Cell's Style Pre Pre 8.00 8.00 8 00 6.00 6.00 Cell's Draining Pre 3.00 3.00▲ 0.50 Pre Pre Cell's Arena 4 00 3.00▲ 0.50 Cell's Last Strike 3.00 3.00▲ 0.50 They're All There Pre Pre 3.00 3.00▲ 0.50 Heroes' Battleground 4.00 Cell's Style Pre 3.00 3.00 II CARRE 8.50 Android 18 (Lvl 4) 5.80 7.00V Black Style Mastery Blue Style Mastery 8.00 7.50¥ 7.50¥ 6.50 Cell, the Destroyer (Lvl 4) R Cell, the Master (Lvl 5) R 10.50 12.75 7.30 7.30 10.00▼ Dende Dragon Ball 6 Dende Dragon Ball 7 7.50▼ 7.50▼ 8.00 6.50 8.30 6.50 Gohan, Ascendant (Lvl 4) R Gohan, the Winner (Lvl 5) R 10.50 11.25 7.30 7.30 9.00 9.00 Goku (Lvl 4) R Krillin, the Mighty (Lvl 4) R 9.00 8.00 7.30 7.30 8.00 Namekian Style Mastery R Orange Style Mastery R 8.00 7.50V 8.30 7.50V 6.50 Piccolo, the Namek (Lvl 4) R 8 00 7.50v 6.50 Red Style Mastery R 7.50V 6.50 Saivan Style Mastery 8.30 7.50v 6.50 Trunks, the Powerful (Lvl 4) R 12.00 Vegeta, Ascendant (Lvl 4) R 12.00 10 00 V 7.30 the Fighter (Lvl 3) HT 6.00 5.10 5.00 Android 17. the Destroyer (Lvl 3) HT 6.00 5.10 5.00 Android 18, the Smart One (Lvl 3) HT 6.00 Android 20, the Destructor (Lvl 3) Black Style Mastery 4.80 4.00 V 3.00 Blue Style Mastery 4.80 4.00▼ 3.00 Cell, Perfect (Lvl 3) 1.50 3.00 3.00 Cell, Stage One (Lvl 1) 3.00 Cell, Stage Two (Lvl 2) 3.00 3.00 1.50 Cell, the Destroyer (Lvl 4) R Cell, the Master (Lvl 5) R 3.00 5.10 4.00▼ 3.00 Cell, the Perfect Warrior (Lvl 3) 8.10 6.00V 5.00 Cell's Presence URF 40.00 R 4.00 36.00▼ 4.00 35.25 3.00 Dende Dragon Ball 6 R R Dende Dragon Ball 7 R Gohan, Ascendant (Lvl 4) R 3.00 4.80 4 007 5.10 4.00▼ Gohan, Super Saiyan (Lvl 3)HT Gohan, Super Salyan (Lvr 5) R Gohan, the Winner (Lvl 5) R Roku (Lvl 4) R 6.10 6.00 5.00 5.10 4.00▼ 3.00 4 00V 3.00 Goku, Earth's Hero (Lvl 3) HT 6.10 Goku, the All Powerful (Lvl 5) URF 80.75 60.00▼ 45.00 Krillin, the Mighty (Lvl 4) R Namekian Style Mastery R Orange City Destruction R 4.00 3.50▼ 5.00 4.00▼ 3.50₹ 4.00 3.50▼

3.00 3.00 Orange Haulting Drill R Orange Style Mastery R 3.00 5.00 4.00▼ 3.00 Piccolo Farth's Protector (Lvl 3) Piccolo, the Namek (Lvl 4) R 3.00 4 00 4.00 4.00 Red Style Mastery 5 10 4 00V 3.00 Saiyan Style Mastery 5.00 3.00 4.00▼ 5.10 7.10 5.10 Trunks, the Powerful (Lvl 4) R 5.00 4 00 Vegeta, Ascendant (Lvl 4) R 4.00▼ 3.00

Vegeta, the Last Prince (Lvl 3) HT 6.10 6.00 5.00 Vegeta, the Revitalized (Lvl 5) URF101.00 65.00▼ 45.00

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The Power of the Dragon R

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Tien's Block

Time to Party

Vegeta's Anger Drill

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Harry Potter Set 215.00 197.50 ▼180.00 Harry Potter Starter Box Harry Potter 2-Player Starter 10.50 10.00 8.50 Harry Potter Booster Pack 3.30



Jeice, the Merciless (Ivi 3) U King Cold Smiles C



CARD NAME		R UPR	MED	LOW	Quidditch L 0.30 0.25	0.20
Care of Magical Creatures Charms	L	0.25	0.10	0.10	Race for the Snitch U 1.00 0.80 Ravenclaw Match R 4.00 3.80	0.50 3.00
Dean Thomas	H	11.25	7.50▼	6.00	Research C 0.25 0.25	0.10
Delivery Owl	R	4.10	3.00▼	3.00 0.50	Rope Bind C 0.25 0.25 Scabbers R 4.00 4.00	0.10
Diagon Alley Draco Malfoy	U H	1.00 9.80	1.00 6.00	5.50	Seamus Finnigan R 4.10 4.00	4.00
Draco Malfoy	F	8.00	5.00▼	3.50	Searching for the Snitch C 0.25 0.25	0.10
Dragon's Escape Draught of Living Death	F	8.00 4.10	5.00▼	4.50 2.80	Slytherin Match R 4.00 3.80▼ Smash! C 0.25 0.25	3.00 0.10
Elixir of Life	F	9.00	5.50▼	4.50	Snape's Bias U 1.00 0.80	0.50
Gringotts Cart Ride Hannah Abbott	F	8.00	5.00▼ 7.00▼	4.50 6.00	Start-of-Term Feast R 4.10 3.80 V Sticking Up for Neville U 1.00 0.80	3.00 0.50
Harry Hunting	R	4.10	3.00▼	2.80	Strategy Session U 1.00 0.80▼	0.50
Harry Potter Hermione Granger	H	22.50 9.80	15.00 6.00▼	12.00 6.00	Stream of Flames C 0.25 0.25 Streeler C 0.25 0.25	0.10
Hermione Granger	F	8.00	5.00▼	3.50	Support Banner R 4.00 3.80▼	3.00
History of Magic	R	3.10	3.00 5.00	2.80	Swarm! C 0.25 0.25 The Sorting Hat R 4.00 3.80▼	0.10 3.00
Human Chess Game Incendio	FR	8.00 4.00	3.00▼	4.00 2.80	Time Out C 0.25 0.25	0.10
Invisibility Cloak	F	8.00	5.50▼	4.50	Transfiguration L 0.30 0.25	0.20
Malevolent Mixture Meet the Centaurs	R	4.10	3.00▼	2.80	Trevor R 4.00 3.30▼ Vanish C 0.25 0.25	3.00
Mountain Troll	R	4.00	3.00▼		Weakness Potion U 1.00 0.80▼	
Mrs Norris	R	4.00	3.00	2.80 6.00	Total 153.15 136.70 ▼1	SALCON COLOR
Nearly Headless Nick Norbert	H R	4.10	8.00▼		DIAGON ALLEY (80 Cards) UPR MED Diagon Alley Set 178.75 157.50 1	36.25
Obliviate	F	8.20	5.00▼			89.25
Phoenix Feather Wand Platform 9 3/4	R R	4.00	3.00▼	2.80		84.50
Potion Ingredients	R	4.00	3.00▼		Diagon Alley 2-Player Starter 11.00 10.00 Diagon Alley Booster Pack 3.50 3.10	9.80
Potions	L	0.50	0.50	0.10 6.00	Rare Card Foil Multiplier 2.50 2.00	1.90
Professor Filius Flitwick Professor Severus Snape		11.50 11.50	8.00▼ 8.00	6.80	CARD NAME RAR UPR MED A Beginner's Guide	LOW
Raven to Writing Desk	R	4.00	3.00▼	2.80	to Transfiguration C 0.25 0.25	0.25
Ron Weasley Rubeus Hagrid	Н	11.50 11.50	7.50▼ 7.50▼	6.00	Alihotsy Draught U 0.80 0.80	0.50
Shrinking Potion	R	4.00	3.00▼	2.80	Barn Owl U 0.80 0.80 Beater Grabs the Snitch R 3.00 3.00	2.50
Titillando Transfiguration	R L	4.00 0.30	3.00▼ 0.10	2.80 0.10	Beetle Eyes U 0.80 0.80	0.50
Transfiguration Exam	R	4.10	3.00▼	2.80	Biased Commentary U 0.80 0.80 Bludger in the Stands C 0.25 0.25	0.50
Transfiguration Test	R	4.00	3.00▼		Blue Wig C 0.25 0.25	0.25
Troll in the Bathroom Unicorn	F	8.70 9.00	5.00▼ 8.00	5.00 5.50	Bluebottle Broom U 0.80 0.80 Bulgeye Potion R 3.00 3.00	0.50 2.50
QUIDDITCH CUP (116 Ca	*****		MED	LOW	Butterfly Weed Balm C 0.25 0.25	0.25
Harry Potter Set		133.50	120.00▼1		Cancelled Practice C 0.25 0.25 Care of Magical Creatures L 1.00 0.10	0.25
Harry Potter Starter Box Harry Potter Booster Bo		82.50 90.00		56.00 85.00	Cauldron Shop U 0.80 0.80	0.50
Harry Potter 2-Player Star			10.00	9.50	Charms L 1.00 0.10	0.10
Harry Potter Booster Pa	ck	3.30	3.00	2.80	Christmas Feast R 3.00 3.00 Colloshoo U 0.80 0.80	3.00
Rare Card Foil Multiplier CARD NAME		2.80 R UPR	2.10 MED	2.00 LOW	Colour-Changing Ink R 3.00 3.00	3.00
Bloodroot Poison	C	0.25	0.25	0.10	Dog Biscuits C 0.25 0.25 Dogbane Potion C 0.25 0.25	0.25
Bludger Bravado	R	4.00 0.25	3.00▼ 0.25	3.00 0.10	Draco Malfoy, Slytherin R 3.00 3.00	3.00
Bruisewort Balm	Č	0.25	0.25	0.10	Dragon-Hide Gloves R 3.00 3.00	3.00
Care of Magical Creatures		0.30	0.25	0.20	Eel Eyes U 0.80 0.80 Eeylops Owl Emporium R 3.00 3.00	0.50 3.00
Catch the Snitch Charms	R	4.00 0.30	3.80▼ 0.25	3.00 0.20	Fantastic Beasts &	
Charms Exam	R	4.00	3.00▼	2.50	Where to Find Them C 0.25 0.25 Flipendo C 0.25 0.25	0.25
Chocolate Frogs Cleansweep Seven	C	1.00 0.25	0.80	0.50 0.10	Flourish and Blotts R 3.00 3.00	2.50
Cobbing	С	0.25	0.25	0.10	Freeze! C 0.25 0.25 Frog-Spawn U 0.80 0.80	0.25
Cobra Lily Comet Two Sixty	C	0.25 1.00	0.25	0.10 0.50	Frog-Spawn U 0.80 0.80 Good Night's Sleep R 3.00 3.00	3.00
Cunning Fox	C	0.25	0.00	0.10	Gringotts R 3.00 3.00 Gringotts Vault Key R 3.00 3.00	3.00
Defence!	Ñ	1.00	0.80	0.50	Gringotts Vault Key R 3.00 3.00 Griphook R 3.00 3.00	3.00
Desk Into Pig Devil's Snare	C	0.25 1.00	0.25 0.80	0.10 0.50	Gryffindor Match R 3.00 3.00	3.00
Diffindo	U	0.80	0.80	0.50	Hagrid, Keeper of Keys R 3.50 3.00 Hagrid's Umbrella R 3.00 3.00	3.00
Doxy Drowsiness Draught	C	1.00 0.25	0.80	0.50 0.10	Hebridean Black Dragon R 3.50 3.00	3.00
Fluffy	Ř	6.00	4.80	4.00	Hedwig R 3.00 3.00 Hermione, Top Student R 3.00 3.00	3.00
Fouled!	C	0.25	0.25	0.10	Injured - U 0.80 0.80	0.50
Fred & George Weasley Gaze Into the Mirror	R	4.10	4.00 ▼	3.00	Lapifors U 0.80 0.80	0.50
Gold Cauldron	R	4.00	3.00▼	2.80	Lee Jordan R 3.00 3.00 Letters From No One R 3.00 3.00	3.00
Golden Snitch Gone!	R	4.10 0.25	4.00 0.25	2.50 0.10	Madam Irma Pince R 3.00 3.00	3.00
Hagrid Needs Help	R	4.00	4.00	3.00	Madam Malkin's Robes U 0.80 0.80 Magical Drafts and Potions C 0.25 0.25	0.50
Halloween Feast Harry the Seeker	R R	4.00 6.00	3.80▼ 4.10▼		Mid-air Collision C 0.25 0.25	0.25
Hospital Bed	R	4.00	3.00▼		Moonseed Poison C 0.25 0.25 Picking on Neville C 0.25 0.25	0.25
Hufflepuff Match	U	1.00	0.80	0.50	Pigley Dudley C 0.25 0.25	0.25
In the Stands Into the Forbidden Forest	U	1.00	0.80▼		Porcupine Robe U 0.80 0.80	0.50
Jawbind Potion	U	1.00	0.80	0.50	Potions L 1.00 0.10 Practical Joke U 0.80 0.80	0.10
Madam Rolanda Hooch Marcus Flint	R R	4.10	4.00	3.80	Professor Quirinus Quirrell R 3.80 3.00	3.00
Mice to Snuffboxes	C	0.25	0.25	0.10	Quality Quidditch Supplies U 0.80 0.80 Quick Thinking C 0.25 0.25	0.50 0.25
Missing Parchment	U	1.00	0.80	0.50	Quidditch L 1.00 0.10	0.10
Mopsus Potion Neville Longbottom	C R	0.25 4.00	0.25 4.00	0.10 2.80	Quidditch Through the Ages C 0.25 0.25 Quintaped U 0.80 0.80	0.25
Nimbus Two Thousand	R	4.00	3.80▼	3.00	River Troll C 0.25 0.25	0.50
No Time to Play	R R	4.00	3.80 ▼ 4.00	3.00	Screech Owl C 0.25 0.25	0.25
Oliver Wood Ouch!	C	0.25	0.25	0.10	Self-Stirring Cauldron R 3.00 3.00 Silver Unicorn Horn R 4.00 3.00	3.00 3
Out of Control	R	4.80	4.00▼	3.00	Sloth Grip C 0.25 0.25	0.25
Penalty Shot Pep Talk	U	1.00	0.80▼ 0.80	0.50	Spiral Dive U 0.80 0.80 Spongify C 0.25 0.25	0.50 0.25
Petrificus Totalus	Ü	1.00	0.80	0.50	Swelling Potion C 0.25 0.25	0.25
Potions Potions Class Disaster	L R	0.30 4.10	0.25 4.00	0.20 3.00	Table Trouble R 3.00 3.00	3.00
Power Play	U	1.00	0.80	0.50	Tawny Owl C 0.25 0.25 Teacup to Rat C 0.25 0.25	0.25 0.25
Practice Match	C	0.25	0.25 4.00	0.10 3.80	The Famous Harry Potter R 3.50 3.00	3.00
Prof. Minerva McGonagall Pulling Up	C	4.10 0.25	0.25	0.10	The Leaky Cauldron R 3.00 3.00 The Standard Book	3.00
Put-Outer	R	4.00	3.80▼	3.00	of Spells (Grade 1) C 0.25 0.25	0.25

Three-Month-Long Matc Through the Arch Transfiguration	R	3.00 3.00 1.00	3.00 3.00 0.10		3.00 3.00 0.10
Vanishing Referee	R	3.00	3.00		3.00
Verdillious	U	0.80	0.80		0.50
Wand Shop	U	0.80	0.80		0.50
Wild Boar	U	0.80	0.80		0.50
Total		120.55	112.75	1	05.25
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	LD (541 cards) ld Set		581 25	562.50 ▲5	113	75
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Un	common Card		1.00	0.80▼	0	.60
	mmon Card		0.20	0.15		10
	ed Card RD NAME	RA	1.40 R UPR	1.00 MED		.90
	Samurai's Fury	R	4.30	4.00	3	.80
Aga	asha Hamanari	R	4.30	4.00		.80
Akt	odo Ginawa (Exp 4) nbush	R R	6.30 5.10	5.00 ▲ 4.00		.00
An	Empty Victory	Ŕ	4.00	3.50▲	2	.80
Asa	ahina Archers	R	4.10	4.00	3	80
	ahina's Breath	R	4.00	3.60▲	3	.10
	yushi House Guard yushi Kaukatsu	R R	4.00	3.80 ▲ 4.00		.50
	yushi Yojiro (Exp 2)	R	6.10	5.00 ▲		.00
	Prepared to					
	Dig Two Graves	R	4.00	3.60 ▲		.10
	Stink	R R	4.00	3.60 ▲ 3.60 ▲		.10
RIII	od Rite ming Your Essence	n R	4.80	4.00		.10
Cel	rning Your Essence lestial Alignment	Ŕ	4.00	3.50▼		.80
Chi	rysanthemum Festival	R	4.30	4.00		.80
	idoji Rekai (Exp 2)	R	4.30	4.00		.80
	ji House Guard ji Kurohito	R R	4.00	3.80 ▲ 3.50 ▲		.50 .80
	of Command	R	4.10	4.00		.80
Fes	stering Pit of Fu Leng	R	5.10	4.00	4	.00
Fire	estorm Legion	R	4.10	4.00		.80
Foo	t of Osano-Wo	R	4.40 4.80	4.00		.80
	isha Assassin	R	4.10	4.00		.80
	Iden Obi of					
	the Sun Goddess	R	4.10	4.00	3	.80
	eat Crater	R	4.00	3.60		.10
	ła House Guard ła Rohiteki (Exp)	R R	4.00	3.80 ▲ 4.10		.50 .80
	uma's Last Breath	R	4.00	3.60▲		.10
Ho	shi Eisai (Exp)	R	4.30	3.60▲	3	.10
Ho	shi Wayan (Exp 2)	R	4.30	3.60▲	3	.10
Imp	perial Ambassadorship perial Funeral	R	4.00	3.60 ▲	3	.10
	perial Gift	R	5.00	3.50 ▲ 4.00		.00
lm	perial Honor Guard	R	4.10	4.00	4	.00
	estigation	R	4.00	3.60▲		.10
	wa Sayuri ede's Tears	R R	4.10 4.00	4.00 3.60▲		.80 .10
	kita Kaiten (Exp)	R	4.10	4.00		.80
Kar	moko's Constellation	R	4.10	4.00	3	.80
Ki-		R	4.30	4.00		.80
	lat Master ni Utagu (Exp)	R R	5.10 5.40	4.00 4.60 ▲		.00
Kvo	oso no Oni (Exp)	R	4.50	3.60▲		.10
Let	Your Spirit Guide You	R	4.10	4.00		.80
	n's Pride	R	4.80	4.00		.80
	intis Bushi intle of the	R	4.10	4.00	3	.80
	Jade Champion	R	4.10	4.00	3	.80
	tsu Hataki (Exp)	R	5.40	4.60▲	3	.80
Ma	tsu House Guard	R	4.00	3.80▼		.50
	tsu Ketsui	R	4.30 4.60	4.00		.80 .80
	tsu Nimuro rumoto House Guard	R R	4.00	3.80▼		.50
	rumoto Uso (Exp)	R	5.20	4.10		.80
Mo	ountain of the	_				
	Seven Thunders w Year's Celebration	R R	4.00 4.10	3.50▲		.80
	re Warriors	R	4.00	4.00 3.60▲		.10
	rsonal Champion	R	4.00	3.50▼		.80
Pla	ins of Otosan Uchi	R	4.60	4.00		.00
	isoned Weapon	R	4.80		3	.80
Pro	rcelain Mask of Fu Leng oposal of Peace	R	4.00	3.60▲	2	.10 .80
Pu	rity of the		1100	0.00		100
	Seven Thunders	R	4.30	4.00		.80
	sist Magic	R	4.00	3.60▼	3	.10
	tirement se of the Phoenix	R R	4.00	3.50 ▼		.80 .80
Sa	murai Warriors	R	4.10	4.00	3	.80
Se	tsuban Festival	R	4.00	3.60 ▲	3	.10
Sh	ahai	R	4.30	3.60▲		.10
	iba House Guard iba Ningen (Exp)	R R	4.00 5.10	3.80 A 4.50 A		.50 .80
Sh	iba Tsukune (Exp 3)	R	4.40	4.10		.80
Sh	injo House Guard	R	4.00	3.80▼	3	.50
Sh	injo Shono (Exp)	R	4.70	4.10		.80
	eak Attack Iar Eclipse	R R	4.80	4.00 3.50		1.80 1.80
	irit Guide	R	4.30	4.00		.80

Harry P	C	ott	er	/LE	R/Magi-Nation
Streets of Otosan Uchi	R	4.00	3.50▲	2.80	Mujina Gang C 0.25 0.25 0.20
Strike at the Tail Superior Strategist	R R	4.10 6.10	4.00	3.80 4.00	Nagamaki C 0.25 0.25 0.20 Needed at the Wall U 1.00 1.00 0.80
Test of the Emerald Champion	R	4.00	3.50▲	2.80	No One Wins U 1.00 1.00 0.80 Omoni C 0.30 0.25 0.20
Test of the Jade Champion	R	4.00	3.60▲	3.10	Open Arms C 0.25 0.25 0.20 Osoreru no Oni C 0.30 0.25 0.20
The Arrow Knows the Way The Celestial Pattern	R R	4.30 4.00	4.00 3.50▼	3.80 2.80	Outmaneuvered by Force U 1.00 1.00 0.80 Outmaneuvered in Court U 1.00 1.00 0.80
The Code of Bushido The Endless Well	R R	4.00	3.60 ▲	3.10 3.10	Persuasion R 4.10 3.20 ▲ 3.10 Phoenix Library R 5.10 4.20 ▲ 3.60
The Fires That Cleanse The Imperial Standard	R	4.00	3.60▲ 4.00	3.10	Plum Tree Training Grounds U 1.00 1.00 0.80
The Rising Sun The Ruined Keep	R	4.00	3.50▲	2.80	Political Warfare U 1.00 1.00 0.80 Prepared for the Enemy C 0.25 0.25 0.20
of Fu Leng The Soul of Shiba	R R	4.00 4.00	3.50▲	2.80	Preparing the Edge U 1.00 1.00 0.80 Rain of Emeralds U 1.00 1.00 0.80
The Turtle's Shell	R	4.00	3.60▼	3.10	Reassert One's Mettle C 0.25 0.25 0.20 Retired Sohei C 0.25 0.25 0.20
Thuk-Kigi (Exp) To the Last Man	R	5.10	4.50▼ 4.00	3.80	Returned to the Pit R 4.60 4.20 3.60
Togashi Hoshi (Exp 2) Torrential Rain	R R	5.10 4.30	4.50 ▲ 4.00	3.80	Ronin at the Wall C 0.25 0.25 0.20 Scorpion Distractor R 4.60 4.20 3.60
Touch of Death Utaku Xieng Chi (Exp)	R R	4.30 4.10	4.00	4.00 3.80	Seppun Isei U 1.00 1.00 0.80 Shadowlands Bastion R 4.60 4.20 ▲ 3.60
Zin'tch A Perfect Cut (156 ca	R	4.30 UPR	4.00 MED	3.80 LOW	Shallow Graves C 0.25 0.25 0.20 Shiba Mirabu R 4.60 4.20 ▲ 3.60
A Perfect Cut Set	2	07.50 2	00.00 1	62.00	Shiba Unasagi C 0.30 0.25 0.20 Shinjo Sanraku C 0.30 0.25 0.20
A Perfect Cut Starter Bo A Perfect Cut Booster B	0X		89.25▼		Shinsei's Smile R 4.60 4.20 ▲ 3.60 Shosuro Gardens X 0.80 0.50 0.40
A Perfect Cut Starter De A Perfect Cut Booster P		8.70 2.80	8.40▼ 2.60▼	8.20 2.60	Shosuro Higatsuku U 1.00 1.00 0.80
Foil Card Multiplier CARD NAME	RAI	1.90 R UPR	1.80 V	1.60 LDW	Show of Strength R 4.60 3.20 ▲ 3.10
A Desperate Act A Matter of Pride	CU	0.25	0.25	0.20	Snowy Fields C 0.25 0.25 0.20 Sohei R 4.60 4.20 ▲ 3.60
A Perfect Cut	Pr	3.10	3.10▲	3.00	Soshi Tishi C 0.30 0.25 0.20 Speed of the Waterfall U 1.00 1.00 0.80
A Plague Spreads Advance Scout	U	1.00	1.00	0.80	Spyglass U 1.30 1.00 0.80 Stand As Stone U 1.00 1.00 0.80
Akodo Setai Anekkusai's Feathers	C	0.25	0.25	0.20	Stand your Ground C 0.25 0.25 0.20 Standing Tall C 0.25 0.25 0.20
Aquiring Favor Asahina Handen	U	1.30	1.00	0.80	Strong Guard U 1.00 1.00 0.80
Banner Guard Bayushi Hanshiro	C	0.25	0.25	0.20	Summoning the Gale C 0.25 0.25 0.20 Tachi U 1.30 1.00 0.80
Bayushi Tai Blazing Sun	U	1.00	1.00	0.80	Taijikku U 1.30 1.00 0.80 Taiko no Shiryo R 5.10 5.00 4.00
Blood Madness Breaking Concentration	R	4.10 5.10	3.20▲	3.10	Tainted Bushi U 1.00 1.00 0.80 Tamori Chieko C 0.30 0.25 0.20
By the Will of the Wind	R	4.10	3.20▲	3.10	Tampako no Shiryo R 5.10 5.00 4.00 Tea House C 0.25 0.25 0.20
Cast Down the Meek Command Group	C	0.25	0.25	0.20	Temple of the Dragon R 4.60 4.20 ▲ 3.60 The Enemy You Deserve R 4.10 3.20 ▲ 3.10
Connecting Walls Contemplation	С	0.25	0.25	0.20	The Great Climb C 0.25 0.25 0.20 The Greatest Cost U 1.00 1.00 0.80
of Osano-Wo Contingency Planning	R R	4.60 5.10	4.20 ▲ 3.20 ▲	3.60 3.10	The Hand of Thunder R 4.60 4.20 ▲ 3.60
Crab Recruiter Crane Tradesman	R R	4.60 4.60	4.20 ▲ 4.20 ▲	3.60	The Wolf Speaks R 4.10 3.20 ▲ 3.10
Daidoji Megumi Dairu no Shiryo	C	0.30 5.60	0.25 5.30 A	0.20 4.10	Thuk-Kigi's War Machine R 5.10 5.00 4.00 Thunder Calls to Fortune R 4.60 4.20 3.60
Dairya's Cackling Skull Defensive Duty	R	5.10 0.25	5.00 0.25	4.00	Togashi Iroshi U 1.00 1.00 0.80 Togashi Satsu R 4.60 4.20 3.60
Diplomatic Apprentice	С	0.25	0.25	0.20	Too Much Too Soon U 1.00 1.00 0.80 Training Dojo U 1.00 1.00 0.80
Doji Kurohito Elemental Shock	X U	1.00	1.00	0.80	Training Exercises C 0.25 0.25 0.20 Traitor's Grove R 4.60 4.20 3.60
Endless Deluge Family Tactics	R	4.60 0.25	4.20 ▲ 0.25	3.60 0.20	Tsudao's Challenge U 1.00 1.00 0.80 Tsuno Kurushimi U 1.00 1.00 0.80
Fire and Air Fortify	C	0.25 1.00	0.25	0.20 0.80	Tsuno Ravagers R ⋅ 4.60 4.20 ▲ 3.60
Fukurokujin Seido Furious Strike	U R	1.00 4.60	1.00 3.20 A	0.80 3.10	Twenty Goblin Winter R 5.10 4.20 ▲ 3.60
Guard House Hida Kagore	C	0.25	0.25	0.20	Unavoidable Destiny R 4.60 4.20 3.60 Unexpected Assault R 4.60 4.20 3.60
Hida Kuon Hida Reiha	X	1.80	0.50	0.40	Unexpected Confrontation R 5.10 4.20 3.60 Unicorn Marketeer R 4.60 4.20 3.60
Hiruma Todori Hunter	Č	0.30 0.25	0.25 0.25	0.20	Unspeakable Preparations U 1.00 1.00 0.80 Usagi Kashira C 0.30 0.25 0.20
Hyakute no Oni	U	1.00	1.00	0.80	Utaku Mu Dan C 0.30 0.25 0.20 While the Empire Watches U 1.00 1.00 0.80
laijutsu Lesson Ide Michisuna	R	0.25 5.60	0.25 4.20	0.20 3.60	Yasuki Heikichi C 0.30 0.25 0.20 Yasuki Palaces R 4.60 4.20 ▲ 3.60
In Light of Darkness Inside Agent	U	1.00	1.00	0.80	Yogoso no Shiryo R 5.10 5.00 4.00 Yoritomo Kitao R 4.60 4.20 ▲ 3.60
Interesting Sticks Isawa Hochiu	U R	1.00 4.60	1.00 4.20▲	0.80 3.60	Yoshi's Fan R 5.10 5.00 4.00 Total 312.70 278.15 ▲235.00
Isawa Nakamuro Isawa Nodotai	R U	5.10	4.20 A 1.00	3.60 0.80	10Idi 512.70276.151250.00
Kaeru Kenko Kaiu Hosaru	U U	1.00	1.00	0.80	MAGI
Kakita Dueling Academy Kakita Gosha		0.80	0.50	0.40 0.80	NATION
Kayobun Kitsune Taro	Ü	1.00	1.00	0.80	Z Z VATM
Kokoro	С	0.25	0.25	0.20	1ST & UNLIMITED (190 Cards) UPR MED LOW Magi-Nation Set 185.00 160.00 v155.00
Kukan-do Kyuden Hida	X	1.00 0.80	1.00	0.80	Magi-Nation Starter Box 89.75 85.00 85.00 Magi-Nation Booster Box 102.75 92.50 № 83.75
Lion Scout Mapped Region	R	4.60 0.25	4.20 A 0.25	0.20	Magi-Nation Starter Deck 10.00 9.50 8.30 Magi-Nation Booster Pack 3.20 3.00 2.60
Matsu Domotai Matsu Hyun	R C	5.10	4.20 ▲ 0.25	3.60 0.20	Rare card 3.60 3.20 ▲ 2.80 Uncommon card 0.50 0.50 0.50
Matsu Kenji Matsu Kenseiko	R U	5.60 1.00	5.30 ▲ 1.00	4.10 0.80	Common card 0.20 0.10 0.10
Memorial Mining Foreman	Ċ	0.25	0.25 0.25	0.20	Amulet of Ombor R1 2.80 2.00 ▼ 2.00
Minor Illusions Mirumoto Junnosuke	R	4.60	4.20▲ 1.00	3.60 0.80	Arderial's Crown R1 2.90 2.50 2.10 Ashgar R1 3.00 3.00 3.00 3.00
Mirumoto Taiu	CR	0.30 5.10	0.25	0.20	Ayebaw R2 3.00 2.80 2.10 Balamant R2 3.10 2.80 2.10
Miya Heikichi Moto Chen Moto Poiiiro	R	4.60	4.20▲	3.60	Barak R1 3.80 3.00 2.60 Bhatar R1 3.00 2.80 2.50
Moto Reijiro	U	1.00	1.00	0.80	Blu R1 3.00 3.00 2.60

I A I L FOI D I		10		
Mulius Ossa	0	0.05	0.05	0.00
Mujina Gang	C	0.25	0.25	0.20
Nagamaki	C	0.25	0.25	0.20
Needed at the Wall		1.00	1.00	0.80
No One Wins	U	1.00	1.00	0.80
Omoni Onon Arms	C	0.30 0.25 0.30	0.25	0.20
Open Arms		0.20	0.25	0.20
Osoreru no Oni Outmaneuvered by Force	C U	1.00	1.00	0.80
	U	1.00	1.00	0.80
Persuasion	R	4.10	3.20▲	3.10
Phoenix Library	R	5.10	4.20	3.60
Plum Tree		0.10	4.LUM	0.00
Training Grounds	U	1.00	1.00	0.80
Political Warfare	Ŭ	1.00	1.00	0.80
Prepared for the Enemy	C	0.25	0.25	0.20
	Ŭ	1.00	1.00	0.80
	Ŭ	1.00	1.00	0.80
	Č	0.25	0.25	0.20
	C	0.25	0.25	0.20
	R	4.60	4.20▲	3.60
Ronin at the Wall	C	0.25	0.25	0.20
Scorpion Distractor	R	4.60	4.20▲	3.60
Seppun Isei	U	1.00	1.00	0.80
Shadowlands Bastion	R	4.60	4.20▲	3.60
Shallow Graves	C	0.25	0.25	0.20
Shiba Mirabu	R	4.60	4.20 ▲	3.60
Shiba Unasagi	C	0.30	0.25	0.20
Shinjo Sanraku	C	0.30	0.25	0.20
Shinsei's Smile Shosuro Gardens	R	4.60	4.20 ▲	3.60
Shosuro Gardens	Χ	0.80	0.50	0.40
Shosuro Higatsuku	U	1.00	1.00	0.80
Shosuro Yasuko	C	0.30	0.25	0.20
Show of Strength	R	4.60	3.20▲	3.10
Snowy Fields	C	0.25	0.25	0.20
Sohei	R	4.60	4.20 ▲	3.60
Soshi Tishi	C	0.30	0.25	0.20
Speed of the Waterfall	U	1.00	1.00	0.80
Spyglass	U	1.30	1.00	0.80
Stand As Stone	U	1.00	1.00	0.80
Stand your Ground	C	0.25	0.25	0.20
Standing Tall	C	0.25	0.25	0.20
Strong Guard	U	1.00	1.00	0.80
Summoning the Gale	C	0.25	0.25	0.20
Tachi	U	1.30	1.00	0.80
Taijikku	U	1.30	1.00	0.80
Taiko no Shiryo	R	5.10	5.00	4.00
Tainted Bushi	U	1.00	1.00	0.80
Tamori Chieko	C	0.30	0.25	0.20
Tampako no Shiryo	R	5.10	5.00	4.00
Tea House	C	0.25	0.25	0.20
	R	4.60	4.20▲	3.60
The Enemy You Deserve		4.10	3.20▲	3.10
	С	0.25	0.25	0.20
The Greatest Cost	U	1.00	1.00	0.80
The Hand of Thunder	R	4.60	4.20▲	3.60
The Power of Nothing	R	4.60	4.20▲	3.60
The Wolf Speaks	R	4.10	3.20▲	3.10
Thuk-Kigi's War Machine		5.10	5.00	4.00
Thunder Calls to Fortune		4.60	4.20▲	3.60
Togashi Iroshi	U	1.00	1.00	0.80
Togashi Satsu	R	4.60	4.20▲	3.60
	U	1.00	1.00	0.80
Training Dojo	Ū	1.00	1.00	0.80
Training Exercises	C R	0.25	0.25	0.20
Traitor's Grove	U	4.60	4.20 4	3.60
Tsudao's Challenge	U	1.00	1.00	0.80
Tsuno Kurushimi	R.	1.00	1.00	0.80
Tsuno Ravagers Tsuno Squad		4.60	4.20	3.60
	U		1.00	
Twenty Goblin Winter	R R	5.10 4.60	4.20 A	3.60
Unavoidable Destiny	R		4.20	
Unexpected Assault		4.60	4.20 A	3.60
Unexpected Confrontation Unicorn Marketeer	R	5.10	4.20 A	3.60
		4.60		0.80
Unspeakable Preparations		1.00	1.00	0.20
Usagi Kashira Utaku Mu Dan	C	0.30 0.30	0.25	0.20
While the Empire Watches	U		1.00	0.80
Yasuki Heikichi	C	1.00	0.25	0.00
Yasuki Palaces	R	4.60	4.20▲	3.60
Yogoso no Shiryo	n R	5.10	5.00	4.00
Yoritomo Kitao	R	4.60	4.20▲	3.60
Yoshi's Fan				
Total	3	12.702	5.00 78.15 • 2	35.00



1ST & UNLIMITED (190 Cards)	UPR	MED	LOW
Magi-Nation Set 18	5.00	160.00▼	55.00
	9.75	85.00	85.00
Magi-Nation Booster Box 10	2.75	92.50 ▲	83.75
Magi-Nation Starter Deck 1	0.00	9.50	8.30
Magi-Nation Booster Pack	3.20	3.00	2.60
	3.60	3.20▲	2.80
Uncommon card	0.50	0.50	0.50
Common card	0.20	0.10	0.10
CARD NAME RAR	UPR		LOW
	2.80	2.00▼	2.00
	2.90	2.50	2.10
	3.00	3.00	3.00
	3.00	2.80	2.10
	3.10	2.80	2.10
	3.80	3.00	2.60
Dilutti	3.00	2.80	2.50
Rh: R1	3 00	3 00	2 60



Magi-Nation/MLB Showdown/NBA Showdown





R

Crystal Jile Darkbreed Hyren

Dryte Fiend
Entomb
Essence of Naroom
Forest Blessing
Forest Hyren
Furok Guardian
Gloom
Gorath
Gorgle's Classes
Gremm's Hammer
Grubble
Harror
Hubdra's Cube
lithapher
Jith

Jore Kalius Korg & Zet Korremar

Lanyx Morag Nagsis Night Hyren Orothean Horn Pillar of Brine

Raega Rayje's Band Rayje's Belt Rayje's Boots Reef Hyren Sarazen Guard Shadow Cloak Sinder's Mantle Sorreah Sperri Tiller Trygar Tunnel Hyren

Tunnel Hyren
Tunneler's Boots
Ugger
Ven
Voda
Vrill
Warlum

Wasperine Weethan Wildfire

Book of Life	R1	3.00	2.50	2.00
Cave Hyren	R2	3.00	3.00	2.60
Cave In	R1	3.00	2.50▼	2.00
Coral Hyren	R2	3.00	2.80	2.50
Cyclone Vashp	R2	3.00	2.80	2.10
Deep Hyren	R2	3.10	3.00	2.60
Eclipse	R2	2.80	2.00	2.00
Energy Band	R2	3.10	2.50▼	2.00
Entangle	R2	3.00	2.50	2.00
Evu	R1	3.00	2.80	2.50
Flame Control	R1	3.40	3.00	2.30
Flame Hyren	R2	3.10	3.00	2.60
Flood of Energy	R2	3.10	2.50▼	2 00
Giant Korrit	R2	3.10	2.80	2.10
Giant Parathin	R1	3.80	2.80	2.50
Giant Parmalag	R2	3.00	2.80	2.10
Gloves of Crystal	R1	3.80	2.50	2.00
Gorgle's Ring	R2	3.00	2.50	2.00
Greater Vaal	R1	3.80	2.80	2.50
Heat Lens	R1	3.50	2.00▼	2.00
Hubdra's Spear	R1	3.00	2.50	2.00
Hyren's Call	R1	3.80	3.00	2.60
Jaela	R1	4.00	3.50	2.60
Lovian	R2	3.10	2.80	2.10
Magam	R1	4.00	3.50	2.60
Magma Hyren	R1	3.80	2.80	2.10
Megathan	R1	3.80	2.80	2.10
Mobis	R1	4.00	3.50	2.60
Motash	R1	4.00	3.50	2.60
Motash's Staff	R2	3.00	2.50	2.00
Nimbulo	R1	3.90	3.30	2.60
O'Qua	R1	4.00	3.50	2.60
Ora	R1	4.40	3.30	2.10
Orathan	R2	3.10	2.80	2.10
Orathan Flyer	R1	3.80	2.80	2.10
Orish	R1	3.90	3.30	2.60
Ormagon	R1	3.80	2.80	2.50
Orothean Gloves	R1	3.00	2.50	2.00
Orwin	R1	4.00	3.50	2.60
Orwin's Staff	R1	3.80	2.50	2.00
Platheus	R2	3.10	2.80	
Raxis	R2	3.10	2.80	2.10 2.10
Rod of Coals	R2	3.10	2.50	2.00
Sap of Life	R2	3.00	2.50	2.00
Scroll of Fire	R1	3.60	2.30	2.00
Spirit of the Flame	R2	2.80	2.20	2.00
Staff of Korrits	R2	2.80	2.00	2.00
Stagadan	R2	3.10	3.00	2.60
Storm Cloud	R2	3.00	2.80	2.10
Storm Ring	R1	3.80	2.50	2.00
Thunder Hyren	R1	3.90	3.30	2.60
Thunderquake	R1	3.80	2.50	2.00
			2.00	
		3 80	3 00	2 60
Timber Hyren	R1	3.80	3.00	2.60
Trug	R1 R1	3.50	3.30	2.60
Trug Twee	R1 R1 R2	3.50 3.00	3.30 2.90	2.60 2.60
Trug Twee Typhoon	R1 R1 R2 R2	3.50 3.00 3.10	3.30 2.90 2.50	2.60 2.60 2.00
Trug Twee Typhoon Ulk	R1 R1 R2 R2 R1	3.50 3.00 3.10 3.90	3.30 2.90 2.50 3.30	2.60 2.60 2.00 2.30
Trug Twee Typhoon Ulk Vaal	R1 R2 R2 R1 R2	3.50 3.00 3.10 3.90 3.10	3.30 2.90 2.50 3.30 2.50	2.60 2.60 2.00 2.30 2.00
Trug Twee Typhoon Ulk Vaal Vellup	R1 R2 R2 R1 R2 R1 R2 R2	3.50 3.00 3.10 3.90 3.10 3.10	3.30 2.90 2.50 3.30 2.50 2.50	2.60 2.60 2.00 2.30 2.00 2.00
Trug Twee Typhoon Ulk Vaal Vellup Vulbor	R1 R2 R2 R1 R2 R2 R2 R2	3.50 3.00 3.10 3.90 3.10 3.10 3.10	3.30 2.90 2.50 3.30 2.50 2.50 2.50	2.60 2.60 2.00 2.30 2.00 2.00 2.00
Trug Twee Typhoon Ulk Vaal Vellup Vulbor Wence	R1 R2 R2 R1 R2 R2 R2 R2 R2	3.50 3.00 3.10 3.90 3.10 3.10 3.10 3.90	3.30 2.90 2.50 3.30 2.50 2.50 2.50 3.30	2.60 2.60 2.00 2.30 2.00 2.00 2.00 2.30
Trug Twee Typhoon Ulk Vaal Vellup Vulbor Wence Will of Orothe	R1 R2 R2 R1 R2 R2 R2 R2 R1 R1	3.50 3.00 3.10 3.90 3.10 3.10 3.10 3.90 3.00	3.30 2.90 2.50 3.30 2.50 2.50 2.50 3.30 2.50	2.60 2.60 2.00 2.30 2.00 2.00 2.00 2.30 2.00
Trug Twee Typhoon Ulk Vaal Vellup Vulbor Wence	R1 R1 R2 R2 R1 R2 R2 R2 R1 R1	3.50 3.00 3.10 3.90 3.10 3.10 3.90 3.00	3.30 2.90 2.50 3.30 2.50 2.50 2.50 3.30	2.60 2.60 2.00 2.30 2.00 2.00 2.30 2.00

Timber Hyren R1 3.80	3.00 2.60		417
Trug R1 3.50	3.30 2.60	Dream's End Set 195.75 186.50 ▲ 177	
Twee R2 3.00	2.90 2.60	Dream's End Starter Box 91.25 87.50▲ 83	.75
		Dream's End Booster Box 88.75 87.50 86	.25
Typhoon R2 3.10	2.50 2.00	Dream's End Starter Deck 10.25 10.00 9	.00
Ulk R1 3.90	3.30 2.30		.00
Vaal R2 3.10	2.50 2.00		.50
Vellup R2 3.10	2.50 2.00		1.10
Vulbor R2 3.10	2.50 2.00		DW
Wence R1 3.90	3.30 2.30		
Will of Orothe R1 3.00	2.50 2.00		.00
AWAKENING (140 Cards) UPR			.50
			.00
	185.00 150.00		.00
Awakening Starter Box 105.25			.00
Awakening Booster Box 94.50			.50
Awakening Starter Deck 10.00	9.00 8.00		.00
Awakening Booster Pack 3.20	3.00 3.00		.50
Rare card 3.40	3.10 3.00		.50
Uncommon card 0.50	0.50 0.50	Bo'Ahsa U 1.00 0.80▲ 0	.50
Common card 0.20	0.10 0.10	Bria U 1.00 0.80▲ 0	.50
CARD NAME RAR UPR	MED LOW	Cald Shadow Geyser R 3.80 3.00 3	.00
Abwyn's Quill R 4.00	4.00 2.50	Cataclysm U 1.00 0.80 0	.50
Agram R 5.50	4.00 2.80	Chogulith U 1.00 0.80▲ 0	.50
Alaban Gloves R 3.60	3.00 2.30		.00
Anarchy R 3.60	2.50▼ 2.30		.00
Ash Hyren R 3.60	3.00 2.80		.00
Black Agovo R 3.60	3.00 2.30		.00
Blight R 3.10	3.00 2.50		.00
Borse R 4.00	3.20▲ 2.80		.50
Braggle R 5.60	4.00 3.30		.50
Bronk R 3.60	3.00 2.80		.30
Chaos Jile R 3.60	2.50▼ 2.30		
Chaos Sphere R 4.00	3.20 2.30		.00
Core Hyren R 4.00			.00
Cry of Thunder R 4.50			.50
ory or munuci R 4.50	4.00 3.30	Emec U 1.00 0.80▲ 0.	.50

1	Feet of Stone	R	3.60	3.00	3.00
	Gia's Tome	R	3.80	3.00	3.00
7/	Grass Hyren	R	3.60	3.00	3.00
V	Grega's Ring	R	3.80	3.00	3.00
	Grej Gremm's Helmet	R R	3.90 3.60	3.30 _A 3.00	3.00
	Groll - Watchkeeper	R	3.90	3.30	3.00
150	Harmony	R	3.60	3.00	3.00
Access	Heppeswip	R	3.80	3.00	3.00
	Hok	U	1.00	0.80	0.50
	Hrada	U	1.00	0.80▲	0.50
	Hubram Ivori	R U	3.80	3.00	3.00
	Jagt	R	1.00 3.80	0.80 A 3.00	0.50 3.00
ST REB	Jasker's Mask	R	3.60	3.00	3.00
1	Jumbor	Ü	1.00	0.80	0.50
3	Jungle Hyren	R	3.90	3.30▲	3.00
2 4	Karak Necklace	R	3.60	3.00	3.00
	Kazm	Ū	1.00	0.80	0.50
2.30	Kesia Kesia's Flute	R R	4.40 3.60	3.50▲ 3.00	3.00
3.00	Koll	R	3.90	3.30	3.00
2.30	Kolte	R	4.40	3.50▲	3.00
2.50	Lascinth	R	3.80	3.00	3.00
2.30	Marella	R	3.90	3.30▲	3.00
2.30 2.50	Moga Fang Necklace	R	3.40	3.00	3.00
3.00	Monarch Hyren Mosp	R R	3.80	3.00	3.00
2.50	M'Rika	R	3.80 4.40	3.00 3.50	3.00
2.50 2.30	Naroom Shadow Geyser		3.80	3.00	3.00
3.00	Nocturne	Ü	1.00	0.80	0.50
2.30	Nodj	R	3.80	3.10	3.00
2.50	Orothe Shadow Geyser	R	3.80	3.00	3.00
2.30	Parathin Prek	R U	3.80	3.00	3.00
2.80	Quallon	U	1.00	0.80	0.50
2.30	Quirle	Ü	1.00	0.80	0.50
2.50	Rayalon	Ř	3.00	3.00	3.00
2.80	Rock Hyren	R	3.80	3.00	3.00
2.30	Sagawal	U	1.00	0.80	0.50
2.80 3.30	Silth Giant	R	3.80	3.00	3.00
2.80	Smoke Xyx Sorrowing Ogar	R R	3.00	3.00 3.30	3.00
2.80	Spore Vashp	R	3.80	3.00	3.00
3.30	Stone Storm	R	3.80	3.00	3.00
2.80	Storm Shield	R	3.60	3.00	3.00
3.30	Swamp Hyren	R	4.00	3.50▲	3.00
2.30	Targ'n	R U	4.40	3.50▲	3.00
2.80	Tweave Ullig	U	1.00	0.80	0.50
2.80	Ullig's Slingshot	Ř	3.60	3.00	3.00
3.30	Underneath				
2.80	Shadow Geyser	R	3.80	3.00	3.00
3.30	Urhail	U	1.00	0.80	0.50
2.80 2.30	Vertigo	R R	3.90	3.30	3.00
2.30	Vogo Vorga	U	1.00	3.00 0.80	0.50
3.30	Weave Hut	Ü	1.00	0.80	0.50
2.80	Weave Hyren	Ř	3.80	3.00	3.00
3.30	Weave Mat	R	3.80	3.00	3.00
3.30	Weave Mind	R	3.80	3.00	3.00
3.00 2.30	Weave Powder	R	3.80	3.00	3.00
2.30	Weave Winds Wessig	R U	3.80 1.00	3.00 0.80	3.00 0.50
3.30	Yark Gloves	R	3.40	3.00	3.00
3.30 3.30	Yerthe	R	4.40	3.50▲	3.00
2.50	Zajan	U	1.00	0.80	0.50
2.50	Zannah	R	3.90	3.30▲	3.00
3.30 2.50	Zaya Zaya's Pow	R	4.00	3.504	3.00
2.30	Zaya's Bow	U	1.00	0.80▲	0.50
2.00					1

U 1.00 R 3.80

Evu's Jellybeans

#156 Larry Walker

Prem 7.50 6.00 3.50

2002 2002

MLB SHOWDOWN 2000 (517 Cards)		
	262.50▼	243.75
MLB 2000 Starter Box 75.00	75.00▼	75.00
MLB 2000 Booster Box 82.50	80.00▼	77.50
MLB 2000 Starter Deck 9.00	8.00▼	8.00
MLB 2000 Booster Pack 3.00	3.00	2.80
Premium card 6.00	5.00	5.00
Player card 0.90	0.60	0.30
Strategy card 0.40	0.25	0.10
CARD NAME RAR UPR	MED	LOW
#5 Chuck Finley Prem 6.00 #16 Jay Bell Prem 6.30	5.50 ▼ 6.00	3.40 4.50
#23 Luis Gonzalez Prem 6.60	5.50▼	3.60
#24 Randy Johnson Prem12.00	10.00	6.30
#30 Matt Williams Prem 6.00	5.50▼	3.40
#37 Chipper Jones Prem 7.30	6.30▼	3.40
#41 Greg Maddux Prem 6.10	4.00	3.40
#42 Kevin Millwood Prem 6.10	6.00	4.80
#61 Cal Ripken, Jr. Prem10.00	9.00▲	4.80
#67 Nomar Garciaparra Prem 7.90	7.00	3.50
#71 Pedro Martinez Prem12.75	6.50▼	4.70
#94 Sammy Sosa Prem17.00	7.50▼	6.30
#109 Frank Thomas Prem 7.30	6.00▼	3.40
#113 Sean Casey Prem 6.30	5.50	3.40
#116 Barry Larkin Prem 7.00 #124 Scott Williamson Prem 6.30	5.50V	3.60
#124 Scott Williamson Prem 6.30 #126 Roberto Alomar Prem 6.30	5.50▼ 5.50▼	3.40
#134 Kenny Lofton Prem 6.30	5.50V	3.40
#136 Manny Ramirez Prem 7.90	6.50V	3.90
#139 Jim Thome Prem 6.30	5.50V	3.40
110111 0.00	50	0.10

#170 Dana Dalas	D	0.00	E E0-	0.00
#170 Dean Palmer	Prem	6.30	5.50▼	3.40
#175 Luis Castillo	Prem	6.30	5.50▼	3.40
#187 Jeff Bagwell	Prem	7.30	6.00V	3.60
#194 Carl Everett	Prem	7.00	5.50▼	4.40
#104 Dall Everett			5.50	
#195 Mike Hampton	Prem	7.00	5.50▼	4.40
#202 Billy Wagner	Prem	7.10	6.50▼	4.80
#203 Carlos Beltran	Prem	6.30	5.50V	3.40
#220 Kevin Brown	Prem	7.30	6.00	3.90
	Danie			
#228 Gary Sheffield	Prem	7.30	6.50	3.40
#235 Jeromy Burnitz	Prem	7.00	5.50▼	3.40
#242 David Nilsson	Prem	7.00	5.50▼	3.40
#258 Brad Radke	Prem	6.30	5.50▼	
#250 Diau Hauke	FIGIII	0.00		3.40
#267 Vladimir Guerrero	Prem	7.30 8.00	6.00	3.40
#278 Edgardo Alfonzo	Prem	8.00	6.00▼	3.60
#285 Rickey Henderson	Prem	7.00	5.80▼	3.40
#290 Mike Piazza	Prem	10.05	9.00▲	3.40
	Decem			
#296 Roger Clemens	Prem	8.60	7.50▼	4.40
#297 David Cone	Prem	4.50	4.00	2.60
#301 Derek Jeter	Prem'	11 00	7.50▼	3.40
#309 Mariano Rivera	Prem	7.50	6.00 v	3.90
#011 Dami- Williams		7.50 7.30		
#311 Bernie Williams	Prem	7.30	5.50▼	3.40
#315 Jason Giambi	Prem	8.60	6.50▼	3.50
#326 Randy Velarde	Prem	6.00	5.50v	3.40
#327 Rohhy Ahreu	Prem	6 10	5.50▼ 5.50▼	3.40
#326 Randy Velarde #327 Bobby Abreu #340 Curt Schilling	Prem	7.00	0.50	
#340 Guit Scrilling		6.10 7.30 6.30	6.50▼	3.40
#347 Brian Giles	Prem	6.30	5.50▼	4.40
#348 Jason Kendall	Prem	7.30	5.50▼	3.60
#359 Tony Gwynn #361 Trevor Hoffman	Prem	7.00	6.00▼	3.40
#261 Traver Heffman	Danne			
#301 Hevor monnan	Prem	7.00	5.50▼	3.50
#374 Barry Bonds	Prem'	12.75	9.00▲	4.70
#374 Barry Bonds #391 Ken Griffey, Jr.	Prem'	15.75	11.00▲	7.40
#396 Edgar Martinez	Prem	7 30	5.50v 7.30v 11.50a	3.40
#400 Alex Rodriguez	Prem Prem	10.00	7.30	0.40
#400 Alex houriguez	rieiii	10.25	1.307	6.30 9.20
#412 Mark Mcgwire	Prem'	19.00	11.50▲	9.20
#416 Fernando Tatis	Prem	6.30	5.50V	3.40
#421 Jose Canseco	Prom			3.40
#421 Jose Canseco	Prem	7.00	5.50▼	3.40
#421 Jose Canseco #440 Rafael Palmeiro	Prem Prem	7.00 6.30	5.50▼ 5.50▼	3.40
#421 Jose Canseco #440 Rafael Palmeiro #441 Ivan Rodriguez	Prem	7.00	5.50▼	
#421 Jose Canseco #440 Rafael Palmeiro #441 Ivan Rodriguez	Prem	7.00 6.30 8.40	5.50 v 5.50 v 6.50 v	3.40 3.50
#421 Jose Canseco #440 Rafael Palmeiro #441 Ivan Rodriguez	Prem	7.00 6.30 8.40 6.30	5.50V 5.50V 6.50V 5.50V	3.40 3.50 3.60
#421 Jose Canseco #440 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez	Prem Prem Prem	7.00 6.30 8.40 6.30 6.30	5.50V 5.50V 6.50V 5.50V 5.50V	3.40 3.50 3.60 3.40
#421 Jose Canseco #440 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green	Prem Prem Prem Prem	7.00 6.30 8.40 6.30	5.50V 5.50V 6.50V 5.50V	3.40 3.50 3.60
#421 Jose Canseco #440 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green	Prem Prem Prem Prem	7.00 6.30 8.40 6.30 6.30	5.50V 5.50V 6.50V 5.50V 5.50V	3.40 3.50 3.60 3.40
#421 Jose Canseco #440 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green PENNANT RUN 2000 (1	Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 6.30 7.30	5.50V 5.50V 6.50V 5.50V 5.50V 6.00V	3.40 3.50 3.60 3.40 3.60
#421 Jose Canseco #440 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green PENNANT BUN 2000 (1) Pennant Run 2000 set	Prem Prem Prem Prem 75 Car	7.00 6.30 8.40 6.30 6.30 7.30	5.50V 5.50V 6.50V 5.50V 5.50V 6.00V	3.40 3.50 3.60 3.40 3.60
#421 Jose Canseco #440 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green PENNANT BUN 2000 (1) Pennant Run 2000 set	Prem Prem Prem Prem 75 Car	7.00 6.30 8.40 6.30 6.30 7.30 ds) 71.25 78.75	5.50V 5.50V 6.50V 5.50V 6.00V	3.40 3.50 3.60 3.40 3.60 163.75 76.25
#421 Jose Canseco #440 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green PENNANT BUN 2000 (1) Pennant Run 2000 set	Prem Prem Prem Prem 75 Car	7.00 6.30 8.40 6.30 6.30 7.30	5.50 v 5.50 v 6.50 v 5.50 v 6.50 v 6.00 v 6.00 v 77.50 v 3.00	3.40 3.50 3.60 3.40 3.60 163.75 76.25
#421 Jose Canseco #440 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green Pennant Run 2000 set Pennant Run Booster Pennant Run Booster	Prem Prem Prem Prem 75 Car	7.00 6.30 8.40 6.30 7.30 71.25 78.75 3.00	5.50 v 5.50 v 6.50 v 5.50 v 6.50 v 6.00 v 6.00 v 77.50 v 3.00	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80
#421 Jose Canseco #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green #458 Tony Fernandez Pennant Run 2000 set Pennant Run Booster Pennant Run Booster Pennant Run Booster Premium card	Prem Prem Prem Prem 75 Car	7.00 6.30 8.40 6.30 7.30 ds) 71.25 78.75 3.00 6.00	5.50 v 5.50 v 6.50 v 5.50 v 6.00 v 6.00 v 167.50 v 3.00 6.00	3.40 3.50 3.60 3.40 3.60 63.75 76.25 2.80 4.00
#421 Jose Canseco #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green PERNANT RUN 2000 (st Pennant Run 2000 set Pennant Run Booster Pennant Run Booster	Prem Prem Prem Prem 75 Car	7.00 6.30 8.40 6.30 7.30 6.30 71.25 78.75 3.00 6.00 0.90	5.50 v 5.50 v 6.50 v 5.50 v 6.00 v 6.00 v 6.00 v 6.00 6.00 0.60	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30
#421 Jose Canseco #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green PERNANT RUN 2000 († Pennant Run Booster Pennant Run Booster Pennant Run Booster Premium card Player card Strategy card	Prem Prem Prem Prem 175 Car 178 Box Pack	7.00 6.30 8.40 6.30 6.30 7.30 ds) 71.25 78.75 3.00 6.00 0.90 0.25	5.50v 5.50v 6.50v 5.50v 6.00v 167.50v 77.50v 3.00 6.00 0.60 0.20	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30 0.10
#421 Jose Canseco #441 Ivan Rodriguez #447 Jeff Zimmerman #435 Tony Fernandez #455 Shawn Green FERNAUT RUN 2000 FE Pennant Run 2000 set Pennant Run Booster I Pennant Run Booster I	Prem Prem Prem Prem 75 Car 17 Box 7 Pack	7.00 6.30 8.40 6.30 7.30 (ds) 71.25 78.75 3.00 6.00 0.90 0.25 UPR	5.50V 5.50V 6.50V 5.50V 5.50V 6.00V 77.50V 3.00 6.00 0.60 0.20 MED	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30 0.10 LOW
#421 Jose Canseco #441 Ivan Rodriguez #447 Bafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green PERNANT RUN 2000 (1) Pennant Run 2000 set Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Acan Daname #7 Ernbiel Durazo	Prem Prem Prem Prem 175 Car 178 Box Pack	7.00 6.30 8.40 6.30 6.30 7.30 ds) 71.25 78.75 3.00 6.00 0.90 0.25	5.50V 5.50V 6.50V 5.50V 6.00V 167.50V 77.50V 3.00 6.00 0.60 0.20 MED 5.00V	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30 0.10
#421 Jose Canseco #441 Ivan Rodriguez #447 Bafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green PERNANT RUN 2000 (1) Pennant Run 2000 set Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Acan Daname #7 Ernbiel Durazo	Prem Prem Prem Prem 75 Car 17 Box 7 Pack	7.00 6.30 8.40 6.30 7.30 ds) 71.25 78.75 3.00 6.00 0.90 0.25 UPR 6.30	5.50V 5.50V 6.50V 5.50V 6.00V 167.50V 77.50V 3.00 6.00 0.60 0.20 MED 5.00V	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30 0.10 LOW 3.40
#421 Jose Canseco #441 Ivan Rodriguez #447 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmermal #535 Tony Fernandez #455 Shawn Green Pennant Run 2000 set Pennant Run Booster I Pennant Run Booster	Prem Prem Prem Prem 75 Gar 17 Box Pack	7.00 6.30 8.40 6.30 7.30 ds) 71.25 78.75 3.00 6.00 0.90 0.25 UPR 6.30 6.30	5.50V 5.50V 6.50V 5.50V 6.00V 167.50V 77.50V 3.00 6.00 0.60 0.20 MED 5.00V 5.00V	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30 0.10 LOW 3.40 3.60
#421 Jose Canseco #441 Ivan Rodriguez #447 Brafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmermah #453 Tony Fernandez #455 Shawn Green PENNAUT RUN 2000 E Pennant Run 2000 set Pennant Run Booster I	Prem Prem Prem 75 Car 17 Box Pack RAR Prem Prem Prem	7.00 6.30 8.40 6.30 7.30 ds) 71.25 78.75 3.00 6.00 0.90 0.25 UPR 6.30 6.30	5.50V 5.50V 6.50V 5.50V 6.00V 167.50V 3.00 6.00 0.20 MED 5.00V 5.00V	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30 0.10 LOW 3.40 3.60 3.50
#421 Jose Canseco #441 Ivan Rodriguez #447 Jeff Zimmerm #447 Ivan Rodriguez #447 Jeff Zimmerm #453 Tony Fernandez #455 Shawn Green PERNANT RUN 2000 (1) Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Premium card Player card Strategy card CARD MAME #7 Erubiel Durazo #12 Andres Galarraga #13 Javy Lopez #21 Carl Everett	Prem Prem Prem Prem 75 Ca 17 Box Pack Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 7.30 6.30 7.30 6.00 0.90 0.25 UPR 6.30 6.30 6.30	5.50v 5.50v 6.50v 5.50v 6.00v 77.50v 3.00 6.00 0.60 0.20 MED 5.00v 5.00v 5.00v 5.00v	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30 0.10 LOW 3.40 3.60 3.50 3.80
#421 Jose Canseco #441 Ivan Rodriguez #447 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green PENNAUT BUN 2000 E Pennant Run 2000 set Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Permium card Player card CARD MAME #7 Erubiel Durazo #13 Javy Lopez #21 Carl Everett #21 Carl Everett #22 Ramon Martinez	Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 7.30 6.30 7.30 6.00 0.90 0.25 UPR 6.30 6.30 6.30	5.50V 5.50V 6.50V 5.50V 6.00V 167.50V 77.50V 3.00 6.00 0.60 0.20 MED 5.00V 5.00V 5.00V 5.00V	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30 0.10 LOW 3.40 3.50 3.80 3.40
#421 Jose Canseco #441 Ivan Rodriguez #447 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green PENNAUT BUN 2000 E Pennant Run 2000 set Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Permium card Player card CARD MAME #7 Erubiel Durazo #13 Javy Lopez #21 Carl Everett #21 Carl Everett #22 Ramon Martinez	Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 7.30 6.30 7.30 6.00 0.90 0.25 UPR 6.30 6.30 6.30	5.50V 5.50V 6.50V 5.50V 6.00V 167.50V 77.50V 3.00 6.00 0.60 0.20 MED 5.00V 5.00V 5.00V 5.00V	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30 0.10 LOW 3.40 3.50 3.80 3.40
#421 Jose Canseco #441 Ivan Rodriguez #447 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green PENNAUT BUN 2000 E Pennant Run 2000 set Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Permium card Player card CARD MAME #7 Erubiel Durazo #13 Javy Lopez #21 Carl Everett #21 Carl Everett #22 Ramon Martinez	Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 7.30 6.30 7.30 6.00 0.90 0.25 UPR 6.30 6.30 6.30	5.50v 5.50v 5.50v 5.50v 5.50v 6.00v 77.50v 3.00 6.00 0.20 MED 5.00v 5.00v 5.00v 5.00v 6.50v	3.40 3.50 3.60 3.40 3.60 3.60 163.75 76.25 2.80 4.00 0.30 0.10 LOW 3.40 3.50 3.50 3.80 3.40 4.00
#421 Jose Canseco #441 Ivan Rodriguez #447 Jeff Zimmerm #448 Tafel Palmeiro #448 Tafel Palmeiro #453 Tony Fernandez #455 Tony Fernandez #455 Shawn Green Pennant Run 2000 set Pennant Run Booster I Pe	Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 7.30 ds) 71.25 78.75 3.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 5.50V 6.00V 77.50V 3.00 6.00 0.20 MED 5.00V 5.00V 5.00V 5.00V 5.00V 5.00V 5.00V	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30 0.10 LOW 3.40 3.50 3.80 3.40 4.00 3.60
#421 Jose Canseco #441 Ivan Rodriguez #447 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #4000 set Pennant Run 2000 set Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Pennant Run Booster I Permium card Player card CARD MAME #7 Erubiel Durazo #12 Andres Galarraga #13 Javy Lopez #21 Carl Everett #22 Ramon Martinez #29 Kerry Wood #31 Keith Foulke #36 Ken Griffey, Jr.	Prem Prem Prem 113 Box Pack RAR Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 7.30 6.30 7.25 77.25 78.75 3.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50v 5.50v 5.50v 5.50v 5.50v 6.00v 77.50v 3.00 6.00 0.60 0.20 MED 5.00v 5.00v 5.00v 5.00v 6.50v 10.00a	3.40 3.50 3.60 3.60 3.60 163.75 76.25 2.80 0.10 LOW 3.40 3.50 3.50 4.00 3.60 4.70
#421 Jose Canseco #441 Ivan Rodriguez #447 Bafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerm #453 Tony Fernandez #455 Shawn Green PERNANT RUN 2000 (1) Pennant Run 2000 Stern Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster #12 Andres #13 Javy Lope #13 Javy Lope #13 Lope #14 Carl Everett #22 Ramon Martinez #29 Kerry Wood #31 Keith Foulke #31 Keith Foulke #36 Kein Griffey, Jr. #41 Chuck Finley	Prem Prem Prem 113 Box Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 7.30 ds) 71.25 78.75 3.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 5.50V 6.00V 77.50V 3.00 6.00 0.20 MED 5.00V 5.00V 5.00V 5.00V 5.00V 5.00V 5.00V	3.40 3.50 3.60 3.40 3.60 163.75 76.25 2.80 4.00 0.30 0.10 LOW 3.40 3.50 3.80 3.40 4.00 3.60
#421 Jose Canseco #441 Ivan Rodriguez #447 Bafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerm #453 Tony Fernandez #455 Shawn Green PERNANT RUN 2000 (1) Pennant Run 2000 Stern Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster #12 Andres #13 Javy Lope #13 Javy Lope #13 Lope #14 Carl Everett #22 Ramon Martinez #29 Kerry Wood #31 Keith Foulke #31 Keith Foulke #36 Kein Griffey, Jr. #41 Chuck Finley	Prem Prem Prem 113 Box Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 6.30 7.30 ds) 71.25 78.75 3.00 6.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 6.50V 6.50V 5.50V 5.50V 6.00V 167.50V 77.50V 3.00 0.60 0.20 MED 5.00V 5.00V 5.00V 5.00V 10.00A 5.00V 10.00A 5.00V 10.00A 10.	3.40 3.50 3.60 3.40 3.40 3.60 0.30 0.10 LOW 3.40 3.60 3.50 3.80 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4
#421 Jose Canseco #441 Ivan Rodriguez #447 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerma #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #4545 Shawn Green Pennant Run 2000 set Pennant Run Booster I P	Prem Prem Prem 17.5 Garantin Prem 17.5 Garantin Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 6.30 71.25 78.75 3.00 6.00 0.95 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 6.50V 5.50V 5.50V 6.00V 167.50V 77.50V 5.00V 5.00V 5.00V 6.50V 5.00V	3.40 3.50 3.60 3.60 3.60 663.75 76.25 2.80 0.30 0.010 LOW 3.40 3.50 3.50 3.50 3.40 4.00 4.00 4.00 4.70 4.70 4.70 4.70 4
#421 Jose Canseco #441 Ivan Rodriguez #447 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #455 Shawn Green #53 Tony Fernandez #456 Shawn Green #540 Jeff Zimmerman #540 Jeff Zimmerman #540 Jeff Zimmerman #541 Jeff Zimmerman #541 Jeff Zimmerman #541 Jeff Zimmerman #541 Jeff Zimmerman #542 Ramon Martinez #549 Kerry Wood #51 Keith Foulke #56 Ken Griffey Jr. #41 Chuck Finley #51 Moises Alou #62 Roger Cedeno	Prem Prem 17.5 Gar 17	7.00 6.30 8.40 6.30 6.30 7.30 ds) 71.25 78.75 3.00 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 5.50V 6.00V 77.50V 3.00 6.00 0.20 MED 5.00V 5.00V 5.00V 5.00V 5.00V 5.00V 5.00V 5.00V 5.00V 5.50V 5.50V 5.50V 5.50V 6.50V 6.50V 6.00V	3.40 3.50 3.60 3.40 3.60 663.75 76.25 2.80 4.00 0.30 0.10 LOW 3.40 4.00 3.50 4.70 4.70 4.70 4.70 4.70 4.70 4.70 4.7
#421 Jose Canseco #441 Ivan Rodriguez #447 Rafa Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmermal #453 Tony Fernandez #453 Tony Fernandez #455 Shawn Green Pennant Run 2000 set Pennant Run Booster I P	Prem Prem 15 Box 7 Pack RAR Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 71.25 78.75 3.00 6.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 5.50V 6.00V 177.50V 3.00 6.00 0.60 0.20 MED 5.00V 5.00V 5.00V 5.00V 10.00A 5.00V 5.0	3.40 3.50 3.60 3.60 3.60 3.60 0.30 0.10 0.30 0.10 0.30 0.10 0.30 0.40 3.60 3.60 3.60 3.60 3.60 3.60 3.60 3.6
#421 Jose Canseco #441 Ivan Rodriguez #447 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #453 Tony Fernandez #453 Fany Fernandez #453 Fany Fernandez #453 Fany Fernandez #453 Fany Fernandez #453 Fany Fernandez #453 Fany Fernandez #450 Fa	Prem Prem 17. Box 7. Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 71.25 78.75 3.00 6.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 5.50V 6.00V 167.50V 77.50V 3.00 6.00 0.20 Metal 5.00V 5.00V 5.00V 5.00V 6.50V 5.00V 5.00V 6.50V	3.40 3.50 3.60 3.40 3.60 663.75 76.25 2.80 4.00 0.30 0.10 LOW 3.40 4.00 3.50 4.70 4.70 4.70 4.70 4.70 4.70 4.70 4.7
#421 Jose Canseco #441 Ivan Rodriguez #447 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Fernandez #453 Tony Fernandez #453 Fany Fernandez #453 Fany Fernandez #453 Fany Fernandez #453 Fany Fernandez #453 Fany Fernandez #453 Fany Fernandez #450 Fa	Prem Prem 17. Box 7. Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 6.30 6.30 7.30 ds) 71.25 78.75 3.00 6.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 5.50V 6.00V 167.50V 77.50V 3.00 6.00 0.20 Metal 5.00V 5.00V 5.00V 5.00V 6.50V 5.00V 5.00V 6.50V	3.40 3.50 3.60 3.60 3.60 3.60 4.00 0.30 0.10 LOW 3.40 4.00 3.50 3.80 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4
#421 Jose Canseco #441 Ivan Rodriguez #447 Brafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerman #453 Tony Jeff Zimmerman #453 Tony Jeff Zimmerman #545 Tony Jeff Zimmerman #545 Shawn Green #540 Handler Handler #541 Jeff Zimmerman #541 Jeff Zimmerman #541 Jeff Zimmerman #541 Jeff Zimmerman #542 Ramon Martinez #542 Ramon Martinez #548 Ken Griffey Jr. #41 Chuck Finley #561 Moises Alou #562 Roger Cedeno #566 Mark Quinn #589 Mike Hampton	Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 6.30 6.30 7.30 ds) 71.25 78.75 3.00 6.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 6.50V 5.50V 5.50V 6.00V 77.50V 3.00 0.60 0.20 5.00V 5.	3.40 3.50 3.60 3.60 3.60 3.60 0.30 0.10 1.00 3.60 3.60 3.60 4.70 3.80 4.00 4.70 3.40 3.40 3.40 3.40 3.40 3.40 3.40 4.70 3.40 3.40 4.70 3.40 4.70 4.70 4.70 4.70 4.70 4.70 4.70 4
#421 Jose Canseco #441 Ivan Rodriguez #447 Rafael Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmerma #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #4545 Shawn Green #453 Tony Loo (1) Pennant Run Booster I Pennan	Prem Prem 11 Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 6.30 6.30 7.30 ds) 71.25 78.75 3.00 6.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 5.50V 6.00V 167.50V 3.00 0.60 0.20 0.500V 5.00V 5.00V 5.00V 5.00V 5.00V 5.00V 5.00V 5.00V 6.500V 6.500V 6.500V 6.500V 6.500V 6.500V 6.500V 6.500V 6.500V 6.6000 6.6000 6.6000 6.6000	3.40 3.50 3.60 3.60 3.60 3.60 663.75 2.80 4.00 0.30 1.00
#421 Jose Canseco #441 Ivan Rodriguez #441 Ran Rodriguez #447 Jeff Zimmerman #433 Tony Fernandez #453 Tony Fernandez #453 Shawn Green #53 Tony Fernandez #463 Tony Fernandez #463 Tony Fernandez #463 Tony Fernandez Pennant Run 2000 set Pennant Run Booster I Pennant	Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 6.30 6.30 7.30 ds) 71.25 78.75 3.00 6.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 5.50V 167.50V 77.50V 5.0	3.40 3.50 3.60 3.60 3.60 3.60 3.60 2.80 4.00 0.30 0.10 1.00 3.40 3.40 3.40 3.40 3.40 3.60 4.70 3.40 3.40 3.40 3.40 3.40 3.40 3.40 3.4
#421 Jose Canseco #441 Ivan Rodriguez #447 Jeff Zimmerm #441 Ivan Rodriguez #447 Jeff Zimmerm #453 Tony Fernandez #453 Tony Fernandez #455 Shawn Green #453 Tony Fernandez #454 Shawn Green Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster #124 Andres Galarraga #13 Javy Lopez #21 Carl Everett #22 Ramon Martinez #28 Kern Wood #31 Keith Foulke #36 Ken Griffey, Jr. #41 Chuck Finley #51 Moises Alou #52 Roger Cedeno #56 Mark Quinn #73 Shawn Green #98 Mike Hampton #99 Tim Hudson #127 Aaron Sele #128 Jim Edmonds	Prem Prem 1: Box Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 7.30 45) 71.25 78.75 3.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 66.00V 67.50V 77.50V 6.000 6.00 6.000 6.00V 5.00V 5.00V 5.00V 6.00	3.40 3.50 3.60 3.60 3.60 5176.25 2.80 4.00 0.30 3.40 3.40 3.40 3.40 3.40 3.4
#421 Jose Canseco #441 Ivan Rodriguez #441 Ran Rodriguez #447 Jeff Zimmerman #433 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Shawn Green Fennant Run Booster I Pennant Run Booster I	Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 71.25 78.75 3.00 6.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 5.50V 167.50V 77.50V 5.0	3.40 3.50 3.60 3.60 3.60 5176.25 2.80 4.00 0.30 3.40 3.40 3.40 3.40 3.40 3.4
#421 Jose Canseco #441 Ivan Rodriguez #441 Ran Rodriguez #447 Jeff Zimmerman #433 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Shawn Green Fennant Run Booster I Pennant Run Booster I	Prem Prem 1: 80x 2: 80x	7.00 6.30 8.40 6.30 6.30 7.30 71.25 78.75 3.00 0.90 0.25 UPR 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 5.50V 77.50V 6.00 6.00 0.60 0.20 MED 5.00V 5.00V 6.50V 5.00V	3.40 3.50 3.40 3.60 3.40 3.60 663.75 76.25 2.80 4.00 0.10 1.00 3.60 3.50 4.00 3.40 3.40 3.40 3.40 3.40 3.40 3.4
#421 Jose Canseco #441 Ivan Rodriguez #441 Ran Rodriguez #447 Jeft Zimmerm #453 Tony Fernandez #453 Tony Fernandez #453 Shawn Green #53 Tony Fernandez #454 Tony Fernandez #454 Tony Fernandez #454 Tony Fernandez Pennant Run 2000 set Pennant Run Booster I Pennant Ru	Prem Prem 1:80x Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 6.30 7.30 6.30 7.1.25 78.75 78.75 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 6.00V	3.40 3.50 3.40 3.60 3.40 3.60 6.375 76.25 2.80 0.10 1.00
#421 Jose Canseco #441 Ivan Rodriguez #441 Rafa Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmermat #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #455 Shawn Green Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster #12 Andres Galarraga #13 Javy Lopez #21 Carl Everett #22 Ramon Martinez #29 Kerry Wood #31 Keith Foulke #36 Ken Griffey, Jr. #41 Chuck Finley #51 Moises Alou #52 Roger Cedeno #56 Mark Quinn #73 Shawn Green #39 Mike Hampton #127 Aaron Sele #128 Jim Edmonds #137 Greg Vaughn #142 Ruben Mateo #150 Raul Mondesi	Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 7.30 6.30 7.1.25 78.75 78.75 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 5.50V 77.50V 6.00 6.00 0.60 0.20 MED 5.00V 5.00V 6.50V 5.00V	3.40 3.50 3.40 3.60 3.40 3.60 663.75 76.25 2.80 4.00 0.10 1.00 3.60 3.50 4.00 3.40 3.40 3.40 3.40 3.40 3.40 3.4
#421 Jose Canseco #441 Ivan Rodriguez #441 Rafa Palmeiro #441 Ivan Rodriguez #447 Jeff Zimmermat #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #453 Tony Fernandez #455 Shawn Green Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster Pennant Run Booster #12 Andres Galarraga #13 Javy Lopez #21 Carl Everett #22 Ramon Martinez #29 Kerry Wood #31 Keith Foulke #36 Ken Griffey, Jr. #41 Chuck Finley #51 Moises Alou #52 Roger Cedeno #56 Mark Quinn #73 Shawn Green #39 Mike Hampton #127 Aaron Sele #128 Jim Edmonds #137 Greg Vaughn #142 Ruben Mateo #150 Raul Mondesi	Prem Prem 1:80x Prem Prem Prem Prem Prem Prem Prem Prem	7.00 6.30 8.40 6.30 7.30 6.30 7.1.25 78.75 78.75 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.30	5.50V 5.50V 5.50V 5.50V 6.00V	3.40 3.50 3.40 3.60 3.40 3.60 6.375 76.25 2.80 0.10 1.00

#150 Raul Mondesi	Prem	6.30	6.00	3.40
MLB SHOWDOWN 2001	(537 ((ands		
MLB 2001 set			37.50 v 3	
MLB 2001 2-Player Sta		8.50	8.00▼	
MLB 2001 Booster Box		32.50	80.00	80.00
MLB 2001 Booster Pag		3.00	3.00	2.90
MLB 2001 Draft Box MLB 2001 Draft Pack	Č	9.30 9.30		82.50
Premium card		6.30	8.50▼ 5.50▼	7.80 4.80
Player card		0.80	0.60	0.40
Strategy card		0.45	0.25	0.40
CARD NAME	RAR	UPR	MED	LOW
	Prem	5.80	4.50▼	
	Prem		5.50▼	4.30
#22 Randy Johnson	Prem1	0.75	7.50	4.80
#33 Rafael Furcal	Prem	6.00	5.50▼	4.30
	Prem		5.50▼	4.30
	Prem		7.50▲	4.80
		7.40	6.50▼	4.50
	Prem		6.00	4.30
	Prem1		9.00▲	7.30
#67 Nomar Garciaparra #72 Pedro Martinez			7.50	4.80
	Prem1 Prem1		11.50 9.50▼	7.30 7.50
	Prem		5.50 v	4.30
	Prem		5.50▼	4.30
	Prem		6.50	4.50
	Prem1		10.00▼	7.80
		6.80	5.50▼	4.30
#125 Roberto Alomar I	Prem	6.00	5.50▼	4.30
#135 Manny Ramirez I		6.90	6.30▼	4.50
		8.00	7.50	6.60
#153 Gabe White		6.00	5.50▼	4.30
		6.00	5.50V	4.30
		6.00	5.50V	4.30
		6.00	5.50	4.30
		7.00 6.00	6.50▼ 5.50▼	6.00 4.30
		6.80	5.50V	4.30
" LOL OUTHING DAINON	10111	0.00	0.00	4.00

#217 Kevin Brown	Prem	7.90	7.30 v	5.50
#229 Gary Sheffield	Prem	6.90	6.30V	4.50
#234 Jeff D`Amico	Prem	6.90	5.80V	4.30
#257 Brad Radke	Prem	6.40	5.50v	4.3
#264 Vladimir Guerrero	Prem	6.80	5.00▼	4.00
#274 Jose Vidro	Prem	6.00	5.50V	4.30
#275 Edgardo Alfonzo	Prem	7.00	6.00▼	4.30
#279 Mike Hampton	Prem	7.00	6.00▼	4.30
#283 Mike Piazza	Prem	9.80	7.50▲	4.50
#292 Roger Clemens	Prem	7.80	7.00	4.8
#295 Derek Jeter	Prem	8.80	7.50	4.8
#304 Mariano Rivera	Prem	7.80	6.00V	4.3
#306 Bernie Williams	Prem	6.80	5.50▼	4.30
#310 Jason Giambi	Prem	8.00	7.50	4.8
#315 Tim Hudson	Prem	6.80	6.00▼	4.50
#317 Terrence Long	Prem	6.00	5.50▼	4.3
#335 Scott Rolen	Prem	6.00	6.00V	4.50
#342 Brian Giles	Prem	6.00	5.50▼	4.30
#343 Jason Kendall	Prem	6.40	5.50▼	4.30
#358 Trevor Hoffman	Prem	6.90	5.80V	4.30
#361 Phil Nevin	Prem	6.00	5.50▼	4.30
#370 Barry Bonds	Prem1	1.75	10.50▲	6.3
#375 Jeff Kent	Prem	6.90	5.80▼	4.3
#379 Robb Nen	Prem	6.80	5.50▼	4.3
#392 Edgar Martinez	Prem		5.50▼	4.30
#397 Alex Rodriguez	Prem		9.00▲	7.50
#398 Kazuhiro Sasaki	Prem		5.50▼	4.30
#401 Rick Ankiel	Prem		5.50 v	4.30
#404 Jim Edmonds	Prem		5.50 v	4.30
#409 Mark McGwire	Prem1		12.00▲	9.00
#424 Roberto Hernani			5.50V	4.30
#444 Ivan Rodriguez	Prem		6.00▼	4.30
#448 Tony Batista	Prem		5.50▼	4.30
#450 Carlos Delgado	Prem		5.50▼	4.3
#462 David Wells	Prem	6.80	5.50▼	4.3
PENNANT RUN 2001 (2	00 Can	dsi		
Pennant Run 2001 set		6 25 1	82 50V1	78 7

#462 David Wells	Prem	6.80	5.50 v	4.30
PENNANT RUN 2001 (2	00 Car	ds)		
Pennant Run 2001 set	11	36.25	182.50▼1	78.75
Pennant Run Booster	Box 8	36.75	84.50▲	82.25
Pennant Run Booster	Pack	3.00	3.00	2.80
Premium card		6.30	5.50	4.80
Player card		0.80	0.50	0.50
Strategy card		0.45	0.25	0.15
CARD NAME		UPR	MED	LOW
#5 Barry Zito	Prem	6.80	6.00▲	4.50
#8 C.C. Sabathia	Prem	6.80	5.50▼	4.30
#12 Billy Wagner	Prem	6.80	5.50▼	4.30
#33 Jimmy Rollins	Prem		5.50	4.30
#39 Alex Rodriguez	Prem1		9.50	8.30
#47 Mike Hampton		6.00	5.50	4.30
#57 Corey Patterson	Prem	6.00	6.00	4.50
#63 Jon Garland #81 Ellis Burks	Prem Prem	6.00	5.50 5.50	4.30
#85 Freddy Garcia	Prem	6.00	5.50V	4.30
#87 Ben Sheets	Prem		5.50	4.30
#88 Jose Ortiz	Prem	6.00	5.50	4.30
#99 D`Angelo Jimenez	Prem	6.80	5.50 v	4.30
#101 Charles Johnson	Prem	6.80	5.50V	4.30
#119 Johnny Damon	Prem	6.80	5.50V	4.30
#125 John Smoltz	Prem	7.80	6.00▼	4.30
#137 Tomokazu Ohka	Prem	6.00	5.50	4.30
#147 Vernon Wells	Prem	6.00	5.50	4.30
#155 Manny Ramirez	Prem	8.50	6.50	5.30
#158 Tony Gwynn	Prem	6.80	6.00▲	4.50
#164 David Wells	Prem	6.00	5.50	4.30
#168 Albert Pujols		6.80	6.00▲	5.30
#169 Ichiro	Prem:	25.25	9.50▲	7.20
#173 Mike Mussinia	Prem	7.80	6.00▼	4.30
#175 Ben Petrick	Prem	6.80	5.50▼	4.30



				U
NBA SHOWDOWN 2002	278	cards)		
NBA Showdown 2002 S			275.00▲	195.00
NBA Showdown Starter				
NBA Showdown Booster	Box	86.25	82.50	74.50
NBA Showdown Starter	Deck	(10.00	10.00▲	9.30
NBA Showdown Booster	Pac	k 3.20	3.00	2.30
Common Player card		0.25		0.25
Common Strategy card		0.25	0.25	0.15
CARD NAME	RA		MED	LOW
#1 Shareef Abdur-Rahir		3.90	3.30▼	
#13 Paul Pierce	R	3.90	3.30▼	3.00
#15 Antoine Walker	R	3.90	3.30▼	3.00
#19 Baron Davis	R	3.90	3.30▼	3.00
#23 Jamal Mashburn	R	3.90		2.90
#31 Ron Mercer	R	3.90		2.60
#39 Andre Miller	R	3.90		3.10
#45 Michael Finley	R R	3.90	3.30	2.90
#51 Dirk Nowitzki		3.90	3.30	3.00
#56 Antonio McDyess #59 Nick Van Exel	R R	3.90	3.50	3.10
#66 Jerry Stackhouse	R	3.90	3.30	3.00
#69 Danny Fortson	R	3.90	3.30▼	3.00
#73 Antawn Jamison	R	3.90	3.30▼	2.60
#75 Steve Francis	R	3.90	3.30▼	2.60
#76 Cuttino Mobley	R	3.90	3.30▼	3.00
#85 Reggie Miller	R	4.00	4.00	2.90
#87 Jalen Rose	R	3.90	3.30▼	2.50
#88 Elton Brand	R	3.90	3.30	
#92 Lamar Odom	R	3.90	3.30	2.30
#97 Kobe Bryant	R	12.75	5.00	3.30
#102 Shaquille O'Neal	R	7.80	6.50	5.30
#112 Lorenzen Wright	R	3.90	3.30▼	2.30
#118 Eddie Jones	R	3.90	3.30▼	3.00





NBA Showdown/NFL Showdown/Star Trek

#134 Jake Reed C 1.00 0.25 0.25

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#245 Todd Steussie	F	5.00	3.00▼	3.00	#25 Darren Woodson	С	1.00	0.25	0.25
#249 Drew Bledsoe	С	1.00	0.50▲	0.20	#26 Chad Morton	C	1.00	0.25	0.25
	F F	5.00	3.00▼	3.00	#27 Brian Mitchell #28 Terrell Davis	C.	1.00	0.25	0.25 0.25
	F	5.00	3.00▼	3.00	#29 George Teague	C	1.00	0.25	0.25
279 Jessie Armstead	F	5.50	4.00▼	3.50	#30 Shyrone Stith	C	1.00	0.25	0.25
	F F	5.00	4.00▼	3.00	#31 Mike Cloud #32 Tebucky Jones	C	1.00	0.25	0.25
	F	5.00	3.00▼	3.00	#33 Brandon Bennett	С	1.00	0.25	0.25
#313 Tim Brown	F	6.30	5.00	4.00	#34 Shaun Alexander	C	1.00	0.25	0.25
	F F	5.30 5.80	4.00 5.00	3.00 4.00	#35 Carnell Lake #36 Dainon Sidney	C	1.00	0.25	0.25 0.25
#330 Hugh Douglas	F	5.00	4.00▼	3.00	#37 Jon Witman	C	1.00	0.25	0.25
#335 Donovan McNabb		5.50	4.00▼	3.50	#38 Frank Moreau	Č	1.00	0.25	0.25
#342 Troy Vincent #348 Jason Gildon	F F	5.50 5.00	4.00▼	3.50 3.00	#39 Zack Walz #40 Ian Gold	C	1.00	0.25	0.25
#364 Rodney Harrison	F	5.00	3.00▼	3.00	#41 Warrick Holdman	С	1.00	0.25	0.25
#370 Junior Seau	F	6.00	4.00▼	3.50	#42 T.J. Slaughter	C	1.00	0.25	0.25
#373 Jeff Garcia #374 Charlie Garner	C F	1.00 5.30	0.50 ▲ 3.00 ▼	0.20 3.00	#43 Hardy Nickerson #44 Brian Simmons	C	1.00	0.25	0.25
#378 Jerry Rice	F	7.80	5.00▼	4.00	#45 Keith Brooking	C	1.00	0.25	0.25
#396 Ricky Watters	F	6.50	5.00	4.00	#46 Peter Boulware	C	1.00	0.25	0.25
#401 Marshall Faulk #402 London Fletcher	F F	7.00 5.00	4.00▼ 4.00▼	4.00 3.00	#47 Jessie Tuggle #48 Andy Katzenmoyer	C	1.00	0.25	0.25
#412 Kurt Warner	F	8.50	5.00	4.00	#49 Kevin Long	C	1.00	0.25	0.25
	C F	1.00	0.50	0.20	#50 Damien Woody	C	1.00	0.25	0.25
#417 Ronde Barber #418 Derrick Brooks	F	5.00	3.00▼	3.00	#51 Shane Dronett #52 Matt Lepsis	Č	1.00	0.25	0.25
#430 Warren Sapp	F	6.00	4.00▼	3.50	#53 Kenny Mixon	С	1.00	0.25	0.25
#433 Eddie George	F	6.00 5.00	4.00▼ 3.00▼	4.00 3.00	#54 Greg Jefferson #55 Plaxico Burress	C	1.00	0.25	0.25
#438 Derrick Mason #439 Bruce Matthews	F	5.50	4.00 V	3.50	#56 Terry Hardy	Č	1.00	0.25	0.25
#460 Bruce Smith	F	5.50	4.00▼	4.00	#57 Troy Edwards	C	1.00	0.25	0.25
#P08 Flip Pitch Left Go		2.00	2.00	1.00	#58 Raghib Ismail #59 O.J. McDuffie	C	1.00	0.25	0.25
#P09 Flip Pitch Right Go #P10 Goal Line	ın	2.00	2.00	1.00	#60 Tyrone Davis	Č	1.00	0.25	0.25
Blue Hammer 80	R	2.00	2.00	1.00	#61 Bobby Engram	С	1.00	0.25	0.25
#P11 Iso 2 Slam	R	2.00	2.00	1.00	#62 Peerless Price	C	1.00	0.25	0.25
#P12 Play-Action Fade #P13 Slant Left	R R	2.00	2.00	1.00	#63 Jed Weaver #64 Michael Westbrook		1.00	0.25	0.25
#P15 Counter Right	R	2.00	2.00	1.30	#65 Patrick Jeffers	F	6.00	5.50	5.00
#P17 Dive Left	R	2.00	2.00	1.00	#66 Jerry Porter	C	1.00	0.25	0.25
#P19 Double Curl X Go #P21 Fade	R	2.00	2.00	1.00	#67 Joey Galloway #68 Rob Moore	C	1.00	1.00	0.25
#P23 Slant Right X	R	2.00	2.00	1.00	#69 Corey Geason	C	1.00	0.25	0.25
	R	2.00	2.00	1.30	#70 Cam Cleeland	C	1.00	0.25	0.25
#P36 Trap Right #P37 Up the Gut	R R	2.00	2.00	1.00	#71 Andrew Jordan #72 Greg Clark	F	1.00	5.50	5.00
#P40 Short Pass	R	2.00	2.00	1.30	#73 Dennis Northcutt	С	1.00	0.25	0.25
#P42 Shovel Pass Right	R R	2.00	2.00	1.00 1.00	#74 Jeremy McDaniel #75 Ron Dixon	C	1.00	0.25	0.25
#P48 Middle Blitz #P54 Man-to-Man	n R	2.00	2.00	1.00	#76 Darnay Scott	C	1.00	0.25	0.25
#P58 Strong Front	R	2.00	2.00	1.00	#77 Kevin Dyson	C	1.00	0.25	0.25
#S01 Afterburners	R	2.30	2.00	1.00	#78 David Dunn	C	1.00	0.25	0.25
#S02 Air It Out #S03 Between the Hashes	R R	2.00	2.00	1.00	#79 Jajuan Dawson #80 Damon Jones	C	1.00	0.25	0.25
#S04 Big Man	R	2.00	2.00	1.30	#81 Travis Taylor	С	1.00	0.25	0.25
#S05 Big Play	R R	2.00	2.00	1.00 1.00	#82 David Lafleur	C	1.00	0.25	0.25
#S06 Great Block #S07 Lucky Bounce	R	2.00	2.00	1.30	#83 Tai Streets #84 Junior Bryant	C	1.00	0.25	0.25
#S08 Second Effort	R	2.00	2.00	1.00	#85 Chuck Smith	C	1.00	0.25	0.25
#S09 Thread the Needle #S10 Tuck the Ball In		2.00	2.00	1.00	#86 Dmitrius Underwood #87 Courtney Brown	F	1.00 6.00	0.25 5.50	0.25 5.00
#S11 Back and Forth	R R	2.00	2.00	1.00	#88 Gilbert Brown	Ċ	1.00	0.25	0.25
#S12 Coverage Sack	R	2.00	2.00	1.00	#89 John Abraham	F	8.00	6.00	5.00
#S13 Deep Blitz #S14 Spy	R R	2.00	2.00	1.00	#90 Rob Morris #91 Rick Lyle	C	1.00	0.25	0.25
#S15 Collision	R	2.00	2.00	1.00	#92 Brandon Whiting	C	1.00	0.25	0.25
#S16 Leg Trapped	R	2.00	2.00	1.30	#93 Raylee Johnson	C	1.00	0.25	0.25
#S17 Speed Bump #S18 Tangled Up	R R	2.00	2.00	1.00	#94 Alge Crumpler #95 Michael Vick	C	1.00	0.25 6.00	0.25 5.50
#S19 Defensive Holding		2.00	2.00	1.00	#96 Todd Heap	C	1.00	0.25	0.25
#S20 Defensive					#97 Chris Weinke	F	8.00	7.00	6.00
Pass Interference #S21 False Start	R R	2.00	2.00	1.00	#98 David Terrell #99 Anthony Thomas	C	1.00	0.25	0.25
#S22 Offensive Holding		2.00	2.00	1.00	#100 Chad Johnson	Č	1.00	0.25	0.25
#S23 Offsides	R	2.50	2.00	1.80	#101 Justin Smith	C	1.00	0.25	0.25
#S24 Bad Pass #S25 Force Fumble	R R	2.00	2.00	1.00	#102 Jeff Backus #103 Shaun Rogers	C	1.00	0.25	0.25
NFL 1st & Goal (205 Car	-	UPR	MED	LOW	#104 Reggie Wayne	C	1.00	0.25	0.25
NFL Showdown 2002 S					#105 Jamal Reynolds	F	6.00	5.50	5.00
NFL Showdown Booster B	Box	82.50	80.00	77.50	#106 Robert Ferguson #107 Chris Chambers	C	1.00	0.25	0.25
NFL Showdown Booster I CARD NAME		2.90 UPR	2.80 MED	2.60	#108 Jamal Fletcher	C	1.00	0.25	0.25
#1 Jason Elam	C	1.00	0.25	0.25	#109 Deuce McCallister	· C F	1.00	0.25	0.25
#2 Aaron Brooks	F	6.00	5.50	5.00	#110 Will Allen #111 Lamont Jordan	C	6.00 1.00	5.50 0.25	5.00 0.25
#3 Anthony Wright #4 David Akers	C	1.00	0.25	0.25	#112 Santana Moss	C	1.00	1.00	0.25
#5 John Kasav	Č	1.00	0.25	0.25	#113 Freddie Mitcheli	C	1.00	0.25	0.25
#6 Chris Redman	С	1.00	0.25	0.25	#114 Andre Carter #115 Ladainian Tomlinsor	F	7.00	5.50	5.00 5.50
#7 Jeff Lewis #8 Shane Matthews	C	1.00	0.25	0.25	#116 Drew Brees	F	6.00	6.00	5.50
#9 Chad Pennington	C	1.00	0.25	0.25	#117 Rod Gardner	C	1.00	0.25	0.25
#10 Mike Vanderjagt	C	1.00	0.25	0.25	#118 Fred Smoot #119 Derrick Gibson	C	1.00	0.25	0.25
#11 Jeff Wilkins #12 Todd Collins	C	1.00	0.25	0.25	#120 Adam Archuketa	F	6.00	5.50	5.00
#12 1000 Collins #13 Dave Brown	C	1.00	0.25	0.25	#121 Damione Lewis	C	1.00	0.25	0.25
#14 Autry Denson	C	1.00	0.25	0.25	#122 Michael Bennett #123 Leonard Davis	C	1.00 6.00	1.00 5.50	0.25 5.00
#15 Chris Watson #16 Duce Staley	C	1.00	0.25	0.25 0.25	#124 Quincy Morgan	C	1.00	0.25	0.25
#17 Aaron Stecker	C	1.00	0.25	0.25	#125 Marcus Stroud	F	6.00	5.50	5.00
#18 Rodney Heath	C	1.00	0.25	0.25	#126 Kenyatta Walker #127 Willie Middlebrook	C s C	1.00	0.25	0.25 0.25
#19 Gerald McBurrows	C	1.00	0.25	0.25	#128 Kendrell Bell	C	1.00	0.25	0.25
#20 Deltha OONeal #21 Fakhir Brown	С	1.00	0.25	0.25	#129 Casey Hampton	C	1.00	0.25	0.25
#22 Dorsey Levens	C	1.00	0.25	0.25	#130 Nate Clements #131 Steve Hutchinson	C	1.00	0.25	0.25 0.25
#23 Antoine Winfield #24 Paul Smith	C	1.00	0.25	0.25	#132 Koren Robinson	F	6.00	5.50	5.00
#24 Paul Smith	U	1.00	0.25	0.20	#133 Brandon Stokley	C	1.00	0.25	0.25
					- married serve	5	dest	400	111

#119 Alonzo Mourning R

#126 Glenn Robinson

#129 Terell Brandon

#130 Kevin Garnett

#141 Keith Van Horn #144 Marcus Camby

#146 Allan Houston #157 Grant Hill

#185 Bonzi Wells #186 Mike Bibby

#157 Grant HIII
#158 Tracy McGrady R
#165 Allen Iverson R
#167 Dikembe Mutombo R
#173 Stephon Marbury R
#174 Shawn Marion R
#184 Rasheed Wallace R

#191 Predrag Stojakovic R #193 Chris Webber R

#196 Tim Duncan #199 David Robinson

#196 Tim Duncan R
#199 David Robinson R
#205 Rashard Lewis R
#205 Rashard Lewis R
#207 Gary Payton R
#208 Vince Carter R
#212 Antonio Davis R
#212 Antonio Davis R
#2124 Richard Hamilton R
#222 John Stockton R
#222 Hichard Hamilton R
#503 Aliep-Oap R
#506 Brute Force R
#508 Clutch Shot R
#509 Double-Foul R
#510 Drive the Lane R
#511 Find the Open Man R

#S12 From Way

#S15 Hot Hand

#S16 It's My Job-It's What I Do

#S22 Rimshaker

#S26 Starting the

#S50 Tumover

#S18 Killer Crossover

#S26 Starting the Fast Break R #S29 Tomahawk Dunk R #S30 Wham Bam Slam! R #S31 All Over the Place R #S31 All Over the Place R #S35 Ed the Crowd Into It! R #S42 Break Break R #S44 Baising the Bar R #S44 Play Em Tight R #S44 Play Em Tight R #S44 Play Em Tight R #S44 Play Em Tight R #S44 Play Em Tight R #S44 Play Em Tight R #S45 Taking the Charge R #S45 Taking the Charge R #S550 Tumovel R #S550 Tumovel R

Downtown!

#138 Jason Kidd

#120 Ray Allen

3.90

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4.20 4.80 3.90 3.90

3.90 3.90 3.30 V 3.30 V

4.80 5.00 3.80 **v** 4.50

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3.90 3.90 3.30 V 3.30 V 2.90

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7.30 4.50 3.30 3.00

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NFL Showdown 2002 Set 337.50 325.00 v312.50 Two-Player Starter 20.00 18.00 10.00 \text{NFL Showdown Draft Box} 88.75 \text{ 87.50 v 86.25} \text{ 86.25 v 86.25} \text{ NFL Showdown Booster Box} 85.00 \text{ 80.00 v 80.00 v 80.00} \text{ NFL Showdown Draft Deck 10.00 10.00} 9.00

NFL Showdown Booster Pack 3.00 Rare card Uncommon card

Common card

#8 Ronald McKinnon #19 Ray Buchanan #36 Jamal Lewis #37 Ray Lewis

#38 Michael McCrary

#40 Jonathan Odden #48 Sam Cowart

#49 Doug Flutie

#53 Eric Moulds #66 Mike Minter

#84 Brian Urlacher

#98 Takeo Spikes #103 Tim Couch

#125 Emmitt Smith

#161 Brett Favre

#129 Mike Anderson

#131 Dwayne Carswell #133 Brian Griese F #150 Desmond Howard F

#170 Darren Sharper

#178 Marvin Harrison

#180 Edgerrin James #182 Peyton Manning #199 Jimmy Smith

#201 Fred Taylor #205 Duane Clemons

#207 Tony Gonzalez

#231 Zack Thomas F #236 Daunte Culpepper F

#230 Jason Taylor

#241 Randy Moss #244 Robert Smith

#67 Muhsin Muhammad F

200V 090

230V 090

2.00▼ 0.90

2.20▼ 0.90

2.00▼ 0.90 2.20▼ 2.20 V 2.00 V 200 2.00 0.90 2.00 V 2.20 V 0.90 2.00 2.30 2.00 200

3.30 v 2.90 3.80 v 3.10

3.30

3 30 260 3.30▼

3.80 4.00

3.30 V 3.30 V

#134 Jake Reed #135 Kevin Donnalley	C	1.00	0.25	0.25
#136 Todd Steussie	F	7.00	5.50	5.00
#137 Ted Washington	C	1.00	0.25	0.25
#138 Jon Kitna #139 Todd Lyght	C C C	1.00	0.25	0.25
#139 Todd Lyght	C	1.00	0.25	0.25
#140 Tony Horne	C	1.00	0.25	0.25
#141 Priest Holmes #142 James McKnight	C	1.00	0.25	0.25 0.25
	Č	1.00	0.25	0.25
		1.00	0.25	0.25
#145 James Darling	C	1.00	0.25	0.25
#146 Matthew Hatchete	С	1.00	0.25	0.25
#147 James Thrash #148 Alex Molden	F	6.00	5.50 0.25	5.00
#148 Alex Molden	C	1.00	0.25	0.25
#149 Ryan McNeil	Ç	1.00	0.25	0.25
#150 Brad Johnson	F	7.00	5.50 0.25	5.00
	C	1.00	5.50	0.25 5.00
#153 Trace Armstrong	Ċ	1.00	0.25	0.25
#152 Charlie Garner #153 Trace Armstrong #154 Mark Fields	Č	1.00	0.25	0.25
#155 Kim Herring	Ċ	1.00	0.25	0.25
#156 Aeneas Williams	CCCC	1.00	0.25	0.25
#157 Lance Johnstone	C	1.00	0.25	0.25
#158 Dwayne Rudd	Č	1.00	0.25	0.25
	F	6.00	5.50	5.00
	C	1.00 9.00	0.25 5.50	0.25 5.00
#162 Chester McGlockton	Ċ	1.00	0.25	0.25
#163 Eddie Kennison	Č	1.00	0.25	0.25
#164 Elvis Grbac	F	9.00	5.50	5.00
#165 Bay Crockett	С	1.00	0.25	0.25
#166 Trent Green	F	6.00	5.50 0.25	5.00
#167 Chad Eaton	С	1.00	0.25	0.25
#168 Matt Hasselbeck	C	1.00	0.25	0.25
#169 Levon Kirkland	C	1.00	0.25	0.25
#170 John Randle #171 Marcus Robertson		1.00	0.25	0.25 0.25
#172 Pete Kendall	Č	1.00	0.25	0.25
#173 Keith Traylor	Č	1.00	0.25	0.25
#174 Jerry Rice	ř	16.00	7.00	6.00
#175 Dana Stubblefield		1.00	0.25	0.25
#P01 Blue 84 Cross Short		1.00	1.00	0.50
#P02 Burn 33 Blue X Go	U	1.00	1.00	0.50
	U	1.00	1.00	0.50
#P04 Red Bump	U	1.00	1.00	0.50
88 Power Right #P05 Power X	U	1.00	1.00	0.50
49 Sweep left	U	1.00	1.00	0.50
#P06 X Flare 65 Short	Ŭ	1.00	1.00	0.50
#P07 Blue 46		1100		0.00
Sweep Right	U	1.00	1.00	0.50
#P08 Stinger 44				
Swing Pass	U	1.00	1.00	0.50
#P09 3 Streak Fade	U	1.00	1.00	0.50
#P10 Green 283	11	1.00	1.00	0.50
#P11 77 Mad Dog Plitz	U	1.00	1.00	0.50
Delay Left #P11 77 Mad Dog Blitz #P12 Fallback LB Zone	U	1.00	1.00	0.50
#P13 Black 86	,			5.50
Guard Home	U	1.00	1.00	0.50
#P14 Short Zone	Ū	1.00	1.00	0.50
#P15 55 Outside Settle	U	1.00	1.00	0.50
#P16 33 Red Cover Dee			1.00	0.50
	U	1.00	1.00	0.50
	U	1.00	1.00	0.50 0.50
	U	1.00	1.00	0.50
#S01 Fake Handoff	U	1.00	1.00	0.50
#S02 Force of Will	Ü	1.00	1.00	0.50
#S03 In Motion	Ŭ	1.00	1.00	0.50
#S04 Long Routes	U	1.00	1.00	0.50
#S05 Shrug Them Off	U	1.00	1.00	0.50
#S06 Textbook Play	U	1.00	1.00	0.50
#S07 Aggressive Coverage #S08 Blind-Side Bush	U	1.00	1.00	0.50 0.50
#S08 Blind-Side Rush #S09 Support	U	1.00	1.00	0.30
the Weak Side	U	1.00	1.00	0.50
#S10 Trick Plays	Ü	1.00	1.00	0.50
Total		371.002		181.00
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LIMITED (363 Cards)		UPR	HED	LOW
ST:TNG Complete Set	4	21.25	02.50	383.75
ST:TNG Starter Box			17.00 A	
ST:TNG Booster Box	. 1		61.00 A	
ST:TNG Starter Deck			12.00▲	
ST:TNG Booster Pack		5.30		
Rare cards		4.00		
Uncommon cards		0.80		
Common cards		0.25		
UNLIMITED CARDS (% C Rare cards	Ir LI	90%	80%	70%
Uncommon cards		90%	80%	60%
Common cards		90%	70%	60%
CARD NAME	DA	R UPR	MED	LOW
Barclay's Protomor-	1104	n un	3162.19	LOW
phosis Disease	R	4.30	4.00	4.00
Betazoid Gift Box	R		4.90 ▲	4.00
B'Etor	R	6.90	5.80¥	4.80
Beverly Crusher	R	11.25	8.00	5.90
Borg Ship	R	9.40	6.90▲	4.40
Bynars Weapon				
Enhancement	R	4.30	4.00	4.00

Cytherians	Ř	4.10	4.00	4.00
Data Deanna Troi	R R	14.25	10.00▼ 6.50▲	7.80 5.00
Devoras	R	4.30	4.00	4.00
Dr. La Forge	R	9.10 4.30 4.30	4.00	3.80
Dr. Leah Brahms Duras	R R	4.30 4.90	4.00 4.30▲	3.80 4.00
Geordi La Forge	R	11.25	8.50	6.90
Goddess of Empathy	R	4.10	4.00	4.00
Gowron Haakona	R R	5.70 4.30	5.30 A 4.00	4.80
Horga'hn	R	4.60	4.00	3.80
Hugh	R	4.60	4.00	3.80
Hunt for DNA Program	R R	4.10	4.00	4.00
I.K.C. Bortas Interphase Generator	R	4.00 4.10	3.80▼ 4.00	3.40
Investigate Disappearance	R	4.00	4.00	3.50
Investigate Disturbance	R	4.00	4.00	3.50
Investigate Massacre Investigate Raid	R	4.00	4.00	3.50
Investigate Rogue Comet	R	4.00	4.00	3.50
Investigate Shattered Space		4.00	4.00	3.50
Investigate Sighting Investigate Time Continuum	R	4.00 4.10	4.00	3.50 3.80
Jaglom Shrek-	11	4.10	7.00	0.00
Information Broker	R	4.10	4.00	3.80
Jean-Luc Picard	R	19.00		10.50
Kahless Kargan	R R	4.30	4.00	3.90
K'Ehleyr	R	4.10 4.30 4.30	4.00	3.80
Khazara	R	4.30	4.00	3.80
Khitomer Research Klingon Death Yell	R R	4.00	4.00	3.80
Ktarian Game	R	4.10	4.00	3.80
Kurak	R	4.30	4.00	3.80
Kurlan Naiskos	R	4.40	4.00	3.80
Kurn Leah Brahms	R R	4.30 4.30	4.00	3.80 4.00
Lore Returns	R	4.30	4.00	4.00
Lore's Fingernail	R	4.90	4.40▲	4.00
Lursa Lursa	R R	6.30 4.60	5.40	4.80
Lwaxanna Troi Medical Relief	R	4.00	4.00	3.80
Mendak	R	4.10	4.00	3.80
Morgan Bateson	R	4.40	4.00	4.00
Nagilum Neela Daren	R R	4.10 4.30	4.00	3.80
New Contact	R	4.10	4.00	3.80
Pegasus Search	R	4.10	4.00	3.80
Pi Q	R R	4.10 8.60	4.00 6.80▲	4.00 5.40
Reginald Barclay	R	4.80	4.30	4.00
Richard Galen	R	5.10	4.50▲	4.00
Ro Laren Roga Danar	R R	4.30 4.30	4.00	4.00
Sarek	R	4.30	4.00	3.80
Sarjenka	R	4.10	4.00	3.80
Sarthong Plunder	R	4.00	4.00	3.80
Satelk Study Hole in Space	R R	4.10	4.00	3.80
Study Lonka Pulsar	R	4.10	4.00	3.60
Study Nebula	R	4.00	4.00	3.60
Supernova Survey Mission	R R	4.50 4.00	4.00	4.00 3.80
Tam Elbrun	R	4.30	4.00	4.00
Tasha Yar	R	8.10	6.60▲	5.60
Temporal Causality Loop The Devil	R	4.30	4.00	4.00
Thomas Riker	R	7.10	5.40▲	4.60
Thought Maker	R	4.60	4.30▲	4.00
Time Travel Pod Tomalak .	R R	6.20 5.00	5.00 ▲ 4.50 ▲	4.00
Toreth	R	4.30	4.00	4.00
Tox Uthat	R	5.50	4.50▲	4.00
Tsiolkovsky Infection	R R	4.10	4.00	4.00
U.S.S. Brittain U.S.S. Enterprise	R	5.30 14.25	4.50 ▲ 9.00 ▲	7.80
U.S.S. Hood	R	4.90	4.40▲	4.00
U.S.S. Phoenix	R	4.80	4.30▲	4.00
U.S.S. Yamato Varon -T Disruptor	R R	4.60	4.30 A 4.00	4.00
Vash	R	4.30	4.00	4.00
Vulcan Stone of Gol	R	5.30	4.50▲	4.00
Warp Core Breach	R	4.90	4.40▲	4.00
Wesley Crusher William T. Riker	R R	5.60 10.50	4.30▲ 7.00	4.00 6.00
Wind Dancer	R	4.30	4.00	4.00
Worf	R	10.50	7.00	6.00
Wormhole Negotiations	R	4.20	4.00	4.00

4.70 4.30 4.00 4.30 4.00 3.80

Crosis Crystalline Entity

ALTERNATE UNIVERSE (1	22	cards)		
Alternate Universe Set		133.75	132.50	131.25
AU Booster Box		58.75	57.50▲	56.25
AU Booster Pack		2.80	2.40	2.00
Rare card		3.10	3.00	3.00
Uncommon card		0.80	0.50	0.50
Common card		0.25	0.10	0.10
CARD NAME	RA	R UPR	MED	LOW
Berlingoff Rasmussen	R	3.00	3.00	3.00
Beverly Picard	R	5.00	5.00 ▲	4.00
Brute Force	R	3.00	3.00	3.00
Coalescent Organism	R	3.00	3.00	3.00
Commander Tomalak	R	4.00	4.00▲	3.50
Compromised Mission	R	3.00	3.00	3.00
Cryosatellite	R	3.00	3.00	3.00
Data's Head	R	5.00	4.50	4.00
Dathon	R	3.00	3.00	3.00





Star Trek





Devidian Door Diplomatic Conference	R	3.50	3.00	3.00
THORITIANS L'UNTERPOS	R	3.00	3.00	3.00
Echo Papa 607 Killer Drone	R	3.00	3.00	3.00
Edo Vessel	R	3.00	3.00	3.00
FGC-47 Research	R	3.00	3.00	3.00
Fissure Research	R	3.00	3.00	3.00
	UR	61.00	55.00▲	
Gomtuu Governor Worf	R R	3.00 6.00	3.00 6.00▲	3.00 5.00
I.K.C. Fek'lhr	R	4.00	3.00	3.00
lan Andrew Troi	R	4.00	3.00	3.00
Iconian Gateway	R	3.00	3.00	3.00
Interrogation	R	3.00	3.00	3.00
Jack Crusher K'mtar	R R	3.00	3.00	3.00
Major Rakal	R	4.00	4.00▲	3.50
Ophidian Cane	R	4.00	3.00	3.00
Quash Conspiracy	R	3.00	3.00	3.00
Rachel Garrett	R	4.00	3.80▲	3.00
Receptacle Stones Ressikan Flute	R R	3.80 4.30	3.00 4.00▲	3.00 3.50
Reunion	R	3.00	3.00	3.00
Revolving Door	R	3.00	3.00	3.00
Risa Shore Leave	R	3.00	3.00	3.00
Samuel Clemens'	_	0.50	0.00	0.00
Pocketwatch Seize Wesley	R R	3.50	3.00	3.00
Stefan DeSeve	R	3.00	3.00	3.00
Tasha Yar-Alternate	R	5.00	5.00	5.00°
U.S.S. Enterprise-C	R	8.00	6.00	6.00
Vorgon Raiders	R	3.50	3.00	3.00
Warped Space Wartime Conditions	R R	3.00	3.00	3.00
				3.00
Q-CONTINUUM (121 can	iS)	UPR 07.05	MED	LOW
Q-Continuum Set Q-Continuum Booster B	ΩY	97.25 73.00	96.50▲ 72.00▲	95./5 71.00
Q-Continuum Booster P		3.40	3.00▲	2.70
Rare card	2011	3.10	3.00	3.00
Uncommon card		0.80	0.60	0.50
Common card		0.25	0.20	0.10
CARD NAME Arbiter of Succession	RA R	3.00	MED 3.00	3.00
Bendii Syndrome	R	3.50	3.00	3.00
Blade of Tkon	R	3.50	3.00	3.00
Brainwash	R	3.00	3.00	3.00
Calamarain	R	3.00	3.00	3.00
Canar Data's Rody	R U	3.50		
			3.00	3.00
Data's Body Doppelganger		4.30	4.00▲	3.00
Doppelganger Drag Net	R			3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen	R R R	4.30 5.00 3.00 6.00	4.00▲ 3.00 3.00 4.00▼	3.00 3.00 3.00 4.00
Doppelganger Drag Net Galen I am not a Merry Man!	R R R	4.30 5.00 3.00 6.00 3.00	4.00▲ 3.00 3.00 4.00▼ 3.00	3.00 3.00 3.00 4.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a	R R R R R	4.30 5.00 3.00 6.00 3.00 3.50	4.00▲ 3.00 3.00 4.00▼ 3.00 3.00	3.00 3.00 3.00 4.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend	R R R R R	4.30 5.00 3.00 6.00 3.00 3.50 3.00	4.00 A 3.00 3.00 4.00 V 3.00 3.00 3.00	3.00 3.00 3.00 4.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer	R R R R R	4.30 5.00 3.00 6.00 3.00 3.50	4.00 A 3.00 3.00 4.00 V 3.00 3.00 3.00 3.00	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.00 3.50 3.00 4.00 4.00	4.00 A 3.00 3.00 4.00 V 3.00 3.00 3.00 3.00 3.00 3.00 3.00	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.00 3.50 3.00 4.00 4.00 4.00	4.00▲ 3.00 3.00 4.00▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kilngon Gvil War	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.50 3.50 3.00 4.00 4.00 4.00 3.00	4.00▲ 3.00 3.00 4.00▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliara Tainer Katherine Pulaski Keiko O'Brien Klagon Civil War Lal	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.00 3.50 3.00 4.00 4.00 4.00 4.00 4.00	4.00 ▲ 3.00 3.00 4.00 ▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kilngon Gvil War	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.50 3.50 3.00 4.00 4.00 4.00 3.00	4.00▲ 3.00 3.00 4.00▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Julian Tainer Katherine Pulaski Keiko O'Brien Kilingon Civil War Lal Madam Guinan Madred Manheim's	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.50 3.50 3.00 4.00 4.00 4.00 4.00 5.00 3.00	4.00 ▲ 3.00 3.00 4.00 ▼ 3.00 3.00 3.00 3.00 3.00 3.00 ▼ 4.00 ▼ 3.00 ▼ 4.00 ▼ 3.00	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Gallen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kiingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.50 3.50 3.00 4.00 4.00 4.00 5.00 3.00	4.00 ▲ 3.00 3.00 4.00 ▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelgariger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Kelko O'Brien Kilngon Civil War La Madam Guinan Madred Manheim's Dimensional Door Mona Lisa	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.50 3.00 4.00 4.00 4.00 5.00 3.00 3.00 3.00	4.00 ▲ 3.00 3.00 4.00 ▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Jurian Tainer Katherine Pulaski Keiko O'Brien Kilingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Motal Q	RRRRRRRRRRRR RRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.50 3.00 4.00 4.00 4.00 4.00 5.00 3.00 3.50 4.00	4.00 ▲ 3.00 3.00 4.00 ▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Gallen I am not a Merry Man! I.K.C. Mahrt-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kilngon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal Q Mr. Homn	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.50 3.50 3.00 4.00 4.00 4.00 5.00 3.00 3.50 3.00 3.00	4.00 ▲ 3.00 3.00 4.00 ▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulask Keiko O'Brien Kiingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal Q Mr. Homn Nick Locarno Paul Manheim	RRRRRRRRRRR RRRR	4.30 5.00 3.00 6.00 3.50 3.00 4.00 4.00 4.00 4.00 5.00 3.00 3.50 4.00	4.00 ▲ 3.00 3.00 4.00 ▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal Q Mr. Homn Nick Locarno Paul Manheim Pavan "Wormhole"	RRRRRRRRRRR RRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.00 4.00 4.00 4.00 3.00 4.00 3.00 4.00 3.00 3	4.00▲ 3.00 3.00 4.00▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00	3.00 3.00 3.00 4.00 3.00 3.00 3.00 3.00
Doppelganiger Drag Net Gallen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kiingon Civil War Lal Madam Guinan Madred Manheim's Dirmensional Door Mona Lisa Mortal O Mr. Homn Rick Locarno Paul Manheim Paxan "Wormhole"	RRRRRRRRRRR RRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.50 3.00 4.00 4.00 4.00 3.00 4.00 3.00 3.0	4.00 ▲ 3.00 3.00 3.00 3.00 3.00 3.00 3.00	3.00 3.00 3.00 4.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Gallen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal O Mr. Hornn Nick Locarno Paul Manheim Paxan "Wormhole" Plague Planet Samaritan Snare	RRRRRRRRRRR RRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.00 4.00 4.00 4.00 3.00 4.00 3.00 4.00 3.00 3	4.00▲ 3.00 3.00 4.00▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00	3.00 3.00 3.00 4.00 3.00 3.00 3.00 3.00
Doppelganiger Drag Net Galen 1 am not a Merry Man! 1.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Kelko O'Brien Kilingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal O Mr. Homn Nick Locarno Paul Manheim Paxan "Wormhole" Plague Planet Samaritan Snare System-wide	RRRRRRRRRRRR RRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.50 3.00 4.00 4.00 4.00 5.00 3.50 4.00 3.50 4.00 3.50 4.00 3.50 4.00 3.50 4.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	4.00 A 3.00 3.00 3.00 3.00 3.00 3.00 3.00	3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Gallen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kilingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal Q Mr. Homn Nick Locarno Paul Manheim Pawan "Wormhole" Plague Planet Samaritan Snare System-wide Cascade Failure Tarchannen Study	RRRRRRRRRRRR RRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 6.00 3.50 3.00 4.00 4.00 4.00 3.00 4.00 3.00 3.0	4.00 ▲ 3.00 3.00 3.00 3.00 3.00 3.00 3.00	3.00 3.00 3.00 4.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. MahtH'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kiingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal O Mr. Homn Nick Locarno Paul Manheim Paxan "Wormhole" Plague Planet Samaritan Snare System-wide Cascade Faillure Tarris	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 3.50 3.50 4.00 4.00 4.00 5.00 3.00 3.50 3.00 3.50 3.00 3.50 3.00 3.50 3.00 3.50 3.00 3.50 3.00 3.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	4.00 ▲ 3.00 4.00 ▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Gallen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal Q Mr. Homn Nick Locarno Paul Manheim Paxan "Wormhole" Plague Planet Cascade Failure Tarchannen Study Tairsi	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 3.50 3.50 4.00 4.00 4.00 5.00 3.00 3.50 3.00 3.50 3.00 3.50 3.00 3.50 3.00 3.50 3.00 3.50 3.00 3.50 3.00 3.50 3.00 3.0	4.00 ▲ 3.00 4.00 ▼ 3.00 4.00 ▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Gallen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kingon Cxil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal Q Mr. Homn Nick Locarno Paul Manheim Paxan "Wormhole" Plague Planet Casscade Failure Tarchannen Study Taris Tarmin Terix	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 3.50 3.50 4.00 4.00 4.00 4.00 3.00 3.00 3.00 3.0	4.00 A 3.00 3.00 4.00 Y 3.00 3.00 3.00 3.00 3.00 3.00 3.00	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Mahrt-l'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Klingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal Q Mr. Homn Nick Locamo Paul Manheim Paxan "Wormhole" Plague Planet Samaritan Snare System-wide Cascade Failure Tarris Tarrin Terix	RRRRRRRRRRRRR RRRRRRR RRRRRR	4.30 5.00 6.00 3.00 3.50 3.50 3.00 4.00 3.00 4.00 3.00 3.50 3.00 3.00 3.00 3.00 3.00 3	4.00 A 3.00	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Gallen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kingon Cxil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal Q Mr. Homn Nick Locarno Paul Manheim Paxan "Wormhole" Plague Planet Casscade Failure Tarchannen Study Taris Tarmin Terix	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 3.00 3.50 3.50 4.00 4.00 4.00 4.00 3.00 3.00 3.00 3.0	4.00 ▲ 3.00 4.00 ▼ 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	3.00 3.00 4.00 3.00 3.00 3.00 3.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Bisen Kilingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal Q Mr. Homn Nick Locarno Paul Manheim Pavan "Wormhole" Plague Planet Samaritan Snare System-wide Cascade Failure Tarmin Terrix Terraforming Station The Sheliak U.S.S. Stargazer Yuta	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 6.00 3.00 3.00 3.00 4.00 4.00 4.00 4.00 3.00 3	4.00 A 3.	3.00 3.00 4.00 3.00
Doppelganiger Drag Net Gallen I am not a Merry Man! I.K.C. Mahrt-t'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kilingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal Q Mr. Honn Nick Locarno Paul Manheim Paxan "Wormhole" Plague Planet Samaritan Snare System-wide Cascade Failure Tarchannen Study Taris Terria Terrix Terria Terri	RRRRRRRRRRRR RRRRRRR RRRRRRRRRRRRRRRRR	4.30 5.00 6.00 3.00 3.00 4.00 4.00 4.00 3.00 3.00 3	4.00 ▲ 3.00 4.00 ¥ 4.00 ¥ 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	3.00 3.00 4.00 3.00 4.00 3.00
Doppelganger Drag Net Galen I am not a Merry Man! I.K.C. Maht-H'a Investigate Legend Ira Graves Juliana Tainer Katherine Pulaski Keiko O'Brien Kiingon Civil War Lal Madam Guinan Madred Manheim's Dimensional Door Mona Lisa Mortal Q Mr. Homn Nick Locarno Paul Manheim Paxan "Wormhole" Plague Plane Samaritan Snare System-wide Cascade Failure Iarmin Terrix Terraforming Station The Sheliak U.S.S. Stargazer Yuta	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	4.30 5.00 6.00 3.00 3.00 3.00 4.00 4.00 4.00 4.00 3.00 3	4.00 A 3.	3.00 3.00 4.00 3.00

4 н	1	1200/100	6000000	The same
CEQUE LICALITAN EED, B & or TOL G			87/fm	•
1ST CONTACT (130 card	S)F		MED	LOW
First Contact Set First Contact Booster Bo)X	135.00 1 70.00	125.00 ▲ 70.00	70.00
First Contact Booster Pa		3.40	3.30▲	3.10
Rare card		3.10	3.00	3.00
Uncommon card Common card		0.80	0.60	0.50 0.10
CARD NAME	R	AR UPR	MED	LOW
Abandon Mission	R	2.90	2.50	2.50
Admiral Hayes Alas, Poor Queen	R R	3.00	3.00 3.30	3.00
Alyssa Ogawa	R	3.00	3.00	3.00
Android Headlock	R R	3.00	3.00 3.30▲	2.60
Antique Machine Gun Assimilate Homeworld	n R	3.80	3.00	3.00
Assimilate This!	R	3.00	3.00	2.60
Beverly Crusher Borg Kiss	R R	6.40 3.40	5.50▲ 3.00	5.00
Borg Neuroprocessor	R	3.00	3.00	3.00
Borg Queen	R	12.50	10.00	6.50
Build Interplexing Beacon Data	R	3.80 9.90	3.00 8.30	2.80 5.50
Deanna Troi	R	7.10	5.50▲	5.00
Espionage Mission Geordi La Forge	R R	3.00	3.00	2.60
Jean-Luc Picard	R	8.40 12.50	7.00 A	5.30 -7.30
Lily Sloane	R	4.20	3.50▲	3.00
Magic Carpet Ride OCD Montana Missile Complex	R	3.40	3.00	3.00
My First Raygun	R	3.00	3.00	3.00
Ocular Implants	R	3.40	3.00	3.00
Ooby Dooby Paul Porter	R R	3.00	3.00	3.00
Phoenix	R	4.80	3.50▲	3.00
Primitive Culture	R	3.80	3.00	3.00
Queen's Borg Cube Queen's Borg Sphere	R R	6.50 5.80	5.00 4.80	5.00 4.10
Regenerate	R	4.40	3.50▲	3.00
Reginald Barclay	R	4.20	3.50▲	3.00
Retask Salvage Starship	R R	4.00 3.40	3.50 A 3.00	3.00
Scout Encounter	R	3.00	3.00	3.00
Shipwreck Solkar	R R	3.80	3.00	3.00
Stop First Contact	R	4.00 3.70	3.50▲ 3.30▲	3.00
Strict Dress Code	R	3.40	3.00	3.00
Temporal Wake Theta-Radiation Poisoning	R	3.00	3.00 3.30 A	3.00
Three-Dimensional Thinking	R	3.00	3.00	3.00
U.S.S. Enterprise-E	R	10.00	10.00	9.30
Undetected Beam-In Visit Cochrane Memorial	R	3.00 4.10	3.00	3.00
Wall of Ships	R	4.00	3.50▲	3.00
Weak Spot	R	3.90	3.30▲	3.00
William T. Riker Worf	R R	10.00	9.00▲	6.50 6.00
Zefram Cochrane	R	5.40	5.00	3.50
Zefram Cochrane's				
Telescope DEEP SPACE NINE (277 6	R	3.00 is) UPR	3.00 MED	3.00 LOW
DS9 Set		223 75 2	22 50 42	21 25
DS9 Starter Box		108.75 1	07.50 1 72.50 1	06.25
DS9 Booster Box DS9 Starter Deck		73.75	72.50▲	71.25
DS9 Starter Deck DS9 Booster Pack		9.00 3.00	8.50▲ 3.00	7.90 2.80
Rare card		3.10	3.00	3.00
Uncommon card Common card		0.80	0.60	0.50
CARD NAME	RA	R UPR	0.20 MED	0.10 LOW
Aamin Marritza	R	3.90	3.30▲	3.00
Access Relay Station Aid Fugitives	R R	3.00 3.80	3.00	2.60 3.00
Airlock	R	3.80	3.00	3.00
Aldara	R	4.80	3.50▲	3.00
Alien Gambling Device Altovar	R R	3.00 3.40	3.00	3.00
Automated Security System	R	3.80	3.00	3.00
Bajoran Civil War	R	3.80	3.00	3.00
Bareil Antos Baseball	R R	4.90 4.40	3.80▲ 3.50▲	3.00 3.00
Benjamin Sisko	R	13.00	7.80▼	5.10
Boheeka	R	3.40	3.00	3.00
Borad Bo'rak	R R	3.00	3.00	3.00
Camping Trip	R	3.00	3.00	2.60
Central Command	R	4.40	3.50▲	3.00

Cha'Joh	R	3.80	3.00	3.00
Chamber of Ministers	R	4.00	3.50▲	3.00
Changeling Research	R	3.40	3.00	3.00
Colonel Day Cure Blight	R R	3.40	3.00	3.00
Danar	R	4.00	3.50▲	3.00
Deep Space 9/Terek Nor	R	11.00	7.30▲	6.30
Defiant Dedication Plaque D'Ghor		4.40	3.80▼	3.10
DNA Clues	R R	3.00	3.00	3.00
Dukat	R	8.80	7.00▲	5.60
Duranja	R	3.80	3.00	3.00
Elim Garak	R	7.10	5.50▲	5.00
Enabran Tain Entek	R R	3.80	3.00 3.30▲	3.00
Establish Tractor Lock	R	4.30	3.30▲	3.00
Garak Has Some Issues	R	4.10	3.00	3.00
Garak's Tailor Shop	R	3.00	3.00	3.00
General Krim	R	3.00	3.00	3.00
Gilora Rejal Going to the Top	n R	3.00 4.10	3.00	3.00
Grilka	R	3.80	3.00	3.00
Groumall	R	3.80	3.00	3.00
Harvester Virus	R	3.00	3.00	2.60
HQ: Return Orb to Bajor I.K.C. Toh'Kaht	R	4.40	3.50▲ 3.30▲	3.00
Investigate Rumors	R	3.00	2.80▼	2.50
Jadzia Dax	R	12.00	9.50▲ 6.30▲	2.50 7.10
Jake and Nog	R	7.90	6.30▲	5.00
Jaro Essa Julian Bashir	R R	3.80	3.00	3.00
Kai Opaka	R	10.00	9.00▲	5.80 3.00
Karina	R	3.80	3.00	3.00
Kira Nerys	R	10.00	8.50▲	6.30
Kovat	R R	3.00	3.00	3.00
Kovat Lenaris Holem	R R	3.00	3.00	3.00 3.00
Li Nalas	R	4.40	3.50▲	3.00
Makbar	R	3.80	3.00	3.00
Martus Mazur	R	3.80	3.00	3.00
Mora Pol Morka	R R	3.00	3.00	3.00
Mysterious Orb	R	4.30	3.30▲	3.00
Natima Lang	R	3.00	3.00	3.00
Neela	R	3.00	3.00	3.00
No Loose Ends	R	3.40	3.00	3.00
Odo Orb Fragment	R R	10.00	8.50▲	5.50 3.00
Pallra	R	3.00	3.00	3.00
Plain, Simple Garak	R	7.50	5.50▲	5.00
Plans of the Obsidian Order		3.80	3.00	2.60
Plans of the Tal Shiar Prakesh	R R	4.00 4.40	3.50▲	3.00
Protouniverse	R	3.80	3.50 A 3.00	3.00 3.00
Pup	R	3.40	3.00	3.00
Razka Karn	R	3.00	3.00	3.00
Recruit Mercenaries Rescue Personnel	R R	3.00	3.00	3.00
Retaya	R	3.80	3.00	3.00
Ruwon	R	3.80	3.00	3.00
Sakonna	R	3.80	3.00	3.00
Saltah'na Clock	R	4.30	3.30	3.00
Secret Compartment Seismic Quake	R R	3.00	3.00	3.00
Selveth	R	3.80	3.00	3.00
Shakaar Edon	R	3.90	3.30▲	3.00
Sorus Surmali Dan	R	3.80	3.00	3.00
Surmak Ren Symbiont Diagnosis	R	3.80	3.00	3.00 2.60
System 5 Disruptors	n R	3.00	3.00	3.00
Tahna Los	R	4.40	3.50▲	3.00
Tekeny Ghemor	R	3.00	3.00	3.00
The Three Vipers The Walls Have Ears	R R	3.40	3.00	3.00
Tora Ziyal	R	3.00 4.00	3.00 3.50▲	3.00
Toran	R	3.80	3.00	3.00
Trauma	R	3.80	3.00	3.00
Turrel U.S.S. Defiant	R UR	3.80 38.75	3.00 34.00	3.00
U.S.S. Yangtzee Kiang	ur R	4.40	34.00▼	3.00
Vakis	R	3.80	3.00	3.00
Vedek Winn	R	5.00	3.30▲	3.00
Yeto Zef'No	R	3.00	3.00	3.00
Zef'No	R	3.80	3.00	3.00
THE DOMINION (134 care Dominion Set	(S)	UPR 73.75	MED 72 50 A	LOW 71.25
Dominion Booster Box		73.75 63.75	72.50▲ 62.50▲	71.25 61.25
Dominion Booster Pack		2.80	2.50	2.50
Rare card		3.10	3.00	3.00
Uncommon card		0.80	0.60	0.50
Common card CARD NAME	RA	0.25 R UPR	0.20 MED	0.10 LOW
10 and 01	R	4.10	3.00	3.00
Admiral Leyton	R	3.00	3.00	3.00
	JR	23.75		20.00
Amat'igan Betazed Invasion	R R	4.10 3.00	3.00	3.00 2.60
	n R	3.00	3.00	3.00
Captain Kirk	JR	25.00	25.00	25.00
Chula: The Chandra	R	3.00	3.00	3.00
Ch'Pok Croden's Key	R R	3.00	3.00	3.00
Damar	n R	4.60 3.00	3.30▲ 3.00	3.00
D'deridex Advanced	R	4.60	3.30▲	3.00
Empok Nor	R	4.00	4.00	3.30
Founder Leader Founder Secret	R R	4.00 3.00	3.50	3.00
	R R	6.00	3.00 5.00▲	3.00

Goran'Agar I.K.C. Rotarran					
I.K.C. Rotarran	R	3.00	3.00	3.00	Ro Laren R 5.40 4.50 ▲ 3.30
	R	4.80	3.50▲	3.00	Senator Letant R 4.10 3.00 3.00
Issue Secret Orders	R	3.80	3.00	3.00	Sword of Kahless R 4.00 3.50 ▲ 3.00
Jaresh-Inyo Kai Winn	R R	3.40 4.00	3.00 3.50▲	3.00	Target These Coordinates R 4.50 3.00 3.00 The Albino R 3.90 3.30 3.00
Keevan	R	3.00	3.00	3.00	The Albino R 3.90 3.30 3.00 Torture R 4.10 3.00 3.00
Keldon Advanced	R	4.60	3.30▲		U.S.S. Thunderchild R 5.50 4.00 3.30
Keogh	R	3.00	3.00	3.00	Worf Son of Mogh R 9.00 5.90 5.20
Kilana	R	3.00	3.00	3.00	RULES OF ACQUISITION (130 cards)
Kira Founder	R	4.80	3.50▲		Rules of Acquisition Set 103.75 102.50 \$\texttt{101.25}\$
Leyton Founder Lovok	R R	4.00	3.50▲		RoA Booster Box 63.75 62.50 61.25
Lovok Founder	R	3.90	3.00 3.30	3.00	RoA Booster Pack 3.10 3.00▲ 2.70
Martok	R	7.00	4.30▲		Rare card 3.10 3.00 3.00
Martok Founder	R	4.00	3.50▲	3.00	Uncommon card 0.80 0.60 0.50
Michael Eddington	R	4.40	3.30▲	3.00	Common card 0.50 0.25 0.10 CARD NAME RAR UPR MED LOW
O'Brien Founder	R	4.80	3.50▲	3.00	Aluura R 3.00 3.00 2.60
Office of the President Office of the Proconsu		3.90	3.30▲	3.00	Apnex R 3.80 3.00 3.00
Omet'iklan	R	3.00	3.00	3.00	Arandis R 3.80 3.00 3.00
Orb of Prophecy		0.00	0.00	0.00	Bractor R 3.90 3.30▲ 3.00
and Change	R	4.40	3.50▲	3.00	Breen CRM114 R 3.00 3.00 2.60
Remata'Klan	R	3.00	3.00	2.60	Brunt R 4.50 4.30 3.30 Chula: The Door R 3.80 3.00 3.00
Salia	R	3.00	3.00	3.00	Continuing Committee R 4.10 3.00 3.00
Senator Vreenak Seven of Nine	R	4.10	3.00	3.00	Deyos R 3.00 3.00 3.00
Sleeper Trap	R	33.75	30.00	27.00	Elizabeth Lense R 3.80 3.00 3.00
Talak'talan	R	3.00	3.00	3.00	Gaila R 3.00 3.00 2.60
The Earring of Li Nalas		4.60	3.30▲		George Primmin R 3.80 3.00 3.00
The Great Hall	R	4.00	3.50▲		Gral R 3.00 3.00 3.00 Grand Nagus Gint R 4.80 3.50 3.00 3.00
The Great Link	R	3.90	3.30▲	3.00	Grand Nagus Zek R 5.10 3.50▲ 3.00
Toman'torax	R	3.00	3.00	3.00	Hagath R 5.00 4.00 3.00
Trager U.S.S. Defiant	R R	4.00 12.50	3.50▲	3.00 6.00	lkat'lka R 3.00 3.00 3.00
U.S.S. Rio Grande	R	5.00	4.50▲	3.30	Ishka R 3.00 3.00 2.60
Weyoun	R	7.00	4.80▲	3.30	Jovis R 4.30 3.30 3.00 Kasidy Yates R 3.80 3.00 3.00
Worf, Son of Mogh		19.50	17.00▲		Kasidy Yates R 3.80 3.00 3.00 Krajensky Founder R 4.50 3.00 3.00
Yelgren	R	3.00	3.00	3.00	Krayton R 3.00 3.00 2.60
Zayra	R	3.00	3.00	3.00	Kreechta R 3.80 3.00 3.00
BLAZE OF GLORY (130					Kukalaka R 3.80 3.00 3.00
Blaze of Glory Set			132.50▲1		Leck R 4.10 3.00 3.00
Blaze of Glory Booster B Blaze of Glory Booster P		3.10	85.00▲ 3.00	2.90	Leeta R 5.00 4.50 4.00 Lemec R 4.30 3.30 4.00
Rare card	aun	3.10	3.00	3.00	Lemec R 4.30 3.30 3.00 Lurin R 3.40 3.00 3.00
Uncommon card		0.80	0.80		Maihar'du R 3.80 3.00 3.00
Common card		0.25	0.10	0.10	Margh R 3.90 3.30 ▲ 3.00
BLAZE OF GLORY FOIL			MED	LOW	Morn R 4.80 3.50▲ 3.00
Borg Cutting Beam	VR	4.50	4.00	4.00	Naprem R 4.10 3.00 3.00
Elim Faio's Callon	UR VR	15.75	13.50		Nog R 6.10 5.00 4.30
Fajo's Gallery Goraxus	VR	8.40 5.40	5.50▲ 4.50▲	3.00 4.00	Omag R 4.10 3.00 3.00 Orb of Wisdom R 3.80 3.00 3.00
I.K.C. Negh'Var	VR	5.40	4.50▲	4.00	Orion Syndicate Bomb R 4.10 3.00 3.00
Inside Operation	VR	5.40	4.00▲	3.00	Patahk R 3.80 3.00 3.00
Jadzia Dax		15.75	13.50▲		Phased Cloaking Device R 3.80 3.00 3.00
Kang	VR	8.40	6.00	4.00	Protection Racket R 4.10 3.00 3.00
Koloth Kor	VR SR	8.40 7.40	6.00▲	4.00 5.00	Quark R 8.30 5.30 4.10 Quark's Bar R 4.50 3.00 3.00
Kraxon	VR	5.00	4.50▲	4.00	Quark's Bar R 4.50 3.00 3.00 Quark's Isolinear Rods R 4.10 3.00 3.00
La Forge Impersonator		6.40	5.50▲	5.00	Quark's Treasure R 4.00 3.50 3.00
Locutus' Borg Cube		17.75			
			14.50▲	10.50	Rom R 6.50 4.00▲ 3.00
Maximum Firepower	SR	5.40	4.50▲	4.00	Scepter of the Grand Nagus R 4.40 3.50 3.00
Odo Founder	SR	5.40 6.00	4.50▲ 5.50▲	4.00 5.00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00
Odo Founder Riker Wil	SR UR	5.40 6.00 15.75	4.50▲ 5.50▲ 13.50▲	4.00 5.00 11.25	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 Starry Night R 3.90 3.30 ▲ 3.00
Odo Founder Riker Wil Sword of Kahless	SR UR SR	5.40 6.00 15.75 6.40	4.50▲ 5.50▲ 13.50▲ 5.50▲	4.00 5.00 11.25 5.00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 Starry Night R 3.90 3.30
Odo Founder Riker Wil	SR UR SR SR	5.40 6.00 15.75	4.50▲ 5.50▲ 13.50▲	4.00 5.00 11.25	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 Starry Night R 3.90 3.30
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live	SR UR SR SR RA R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00	4.50 A 5.50 A 13.50 A 5.50 A 5.50 A MED 3.00	4.00 5.00 11.25 5.00 5.00 LOW 3.00	Scepter of the Grand Nagus R 4.40 3.50 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross	SR UR SR SR RA R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00 3.00	4.50 A 5.50 A 13.50 A 5.50 A MED 3.00 3.00	4.00 5.00 11.25 5.00 5.00 LOW 3.00 3.00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 Starry Night R 3.90 3.30 3.00 Starry Night R 3.90 3.30 3.00 3.00 U.S.S. Sao Paulo R 7.00 4.00 4.00 Writ of Accountability R 4.30 3.00 3.00 IROUBLE WITH TRIBBLES (141 cards)
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak	SR UR SR SR R R R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00 3.00 5.00	4.50 A 5.50 A 13.50 A 5.50 A 5.50 A MED 3.00 4.50 A	4.00 5.00 11.25 5.00 5.00 LOW 3.00 3.00 3.30	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 Senator Cretak R 3.90 3.30 3.00 3.00 Senator Cretak R 3.90 3.30 3.00 3.00 Starry Night R 4.10 3.00 3.00 JU.S.S. Sao Paulo R 7.00 4.00 4.00 Writ of Accountability R 4.30 3.00 3.00 INCOURT OF THE INTERIOR SET 173.75 172.50 4.171.25
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath	SR UR SR SR R R R R R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00 3.00 5.00 4.40	4.50 A 5.50 A 13.50 A 5.50 A 5.50 A MED 3.00 4.50 A 3.50 A	4.00 5.00 11.25 5.00 5.00 LOW 3.00 3.00 3.30 3.00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 Starry Might R 3.90 3.304 3.00 3.00 U.S.S. Sao Paulo R 7.00 4.0
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator	SR UR SR SR R R R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00 3.00 5.00 4.40 3.00	4.50 A 5.50 A 13.50 A 5.50 A 5.50 A MED 3.00 4.50 A 3.50 A 3.50 A	4.00 5.00 11.25 5.00 5.00 LOW 3.00 3.00 3.30 3.00 3.00	Scepter of the Grand Nagus R 4.40 3.50 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonate Borg Cutting Beam Chart Stellar Cluster	SR UR SR SR R R R R R R R R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00 3.00 5.00 4.40 3.90 3.80	4.50 A 5.50 A 5.50 A 5.50 A 6.50 A MED 3.00 4.50 A 3.50 A 3.50 A 3.00 3.30 A 3.00	4.00 5.00 11.25 5.00 5.00 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00	Scepter of the Grand Nagus R 4.40 3.50 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien	SR UR SR SR R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00 3.00 5.00 4.40 3.90 3.80 5.00	4.50 A 5.50 A 13.50 A 5.50 A 5.50 A MED 3.00 3.00 4.50 A 3.50 A 3.00 3.30 A 4.50 A	4.00 5.00 11.25 5.00 5.00 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	Scepter of the Grand Nagus R 4.40 3.50 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss	SR UR SR SR R R R R R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00 3.00 5.00 4.40 3.90 3.80 5.00 4.00	4.50 A 5.50 A 13.50 A 5.50 A 5.50 A MED 3.00 4.50 A 3.00 3.00 4.50 A 3.00 3.00 4.50 A 3.00 3.	4.00 5.00 11.25 5.00 5.00 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	Scepter of the Grand Nagus R 4.40 3.50 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Charl Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley	SR UR SR SR R R R R R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00 3.00 5.00 4.40 3.90 3.80 5.00 4.00 3.00	4.50 A 5.50 A 13.50 A 5.50 A MED 3.00 3.00 4.50 A 3.50 A 3.00 4.50 A 3.00 3.00 4.50 A 3.00 3.	4.00 5.00 11.25 5.00 5.00 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 U.S.S. Sao Paulo R 7.00 4.0
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss	SR UR SR SR R R R R R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00 3.00 5.00 4.40 3.90 3.80 5.00 4.00	4.50 A 5.50 A 13.50 A 5.50 A 5.50 A MED 3.00 4.50 A 3.00 3.00 4.50 A 3.00 3.00 4.50 A 3.00 3.	4.00 5.00 11.25 5.00 5.00 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 Tower of Commerce R 4.10 3.00 3
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD MAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Warley E-Band Emissions Elim Enrique Mu-iz	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00 3.00 5.00 4.40 3.90 3.80 5.00 4.00 3.40 5.40 4.30	4.50 A 5.50 A 5.50 A 5.50 A MED 3.00 4.50 A 3.00 3.30 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00	4.00 5.00 11.25 5.00 5.00 1.0W 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3	Scepter of the Grand Nagus R 4.40 3.50 3.00 3.00 3.00 5.00 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Boone Impersonator Boone Impersonator Hort Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim Elime Hu-iz Fajo's Gallery	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 3.00 3.00 5.00 4.40 3.80 5.00 4.00 3.80 4.00 3.40 4.00 3.40 4.00 3.00 3.00 4.00 3.00 4.00 3.00 4.00 3.00 4.00 4	4.50 A 5.50 A 13.50 A 5.50 A 5.50 A MED 3.00 4.50 A 3.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 A	4.00 5.00 11.25 5.00 5.00 3.00 3.00 3.00 3.00 3.00 3.0	Scepter of the Grand Nagus R 4.40 3.50 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Charl Stellar Cluster Chief O'Bnen Chula: The Abyss Donald Varley E-Band Emissions Elim Enrique Mu-iz Fajo's Gallery Gelinon	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 8.00 3.00 5.00 4.40 3.00 3.90 4.40 3.00 4.00 3.40 4.30 3.40 4.30 3.40 4.30 3.40 4.30 3.40 4.30 3.40 4.30 3.40 4.30 3.40 4.30 4.3	4.50 A 5.50 A 5.50 A 5.50 A 6.	4.00 5.00 11.25 5.00 5.00 5.00 3.00 3.00 3.00 3.00 3.0	Scepter of the Grand Nagus R 4.40 3.50 3.00 3.00 3.00 5.00 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Charl Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim Enrique Mu–iz Fajo's Gallery Gelron	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 R UPR 3.00 3.00 4.40 3.90 4.00 3.90 5.00 4.00 3.40 5.40 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3	4.50 A 5.50 A 5.50 A 5.50 A 5.50 A 5.50 A 5.50 A 3.00 3.00 4.50 A 3.50 A	4.00 5.00 11.25 5.00 11.25 5.00 10.00 3.00 3.00 3.00 3.00 3.00 3.00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Charl Stellar Cluster Chief O'Bnen Chula: The Abyss Donald Varley E-Band Emissions Elim Enrique Mu-iz Fajo's Gallery Gelinon	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 8.00 3.00 5.00 4.40 3.00 3.90 4.40 3.00 4.00 3.40 4.30 3.40 4.30 3.40 4.30 3.40 4.30 3.40 4.30 3.40 4.30 3.40 4.30 3.40 4.30 4.3	4.50 A 5.50 A 5.50 A 5.50 A 6.	4.00 5.00 11.25 5.00 11.25 5.00 10.00 3.00 3.00 3.00 3.00 3.00 3.00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.00 3.00 3.00 Starry Night R 3.90 3.00 3.00 3.00 U.S.S. Sao Paulo R 7.00 4.
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Boone Impersonator Boone Impersonator Chef O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim Elime Huller English Gallery Gelnon Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 3.00 3.00 5.00 4.40 3.90 3.80 4.30 3.90 4.30 3.00 3.00 4.40 4.30 3.00 4.40 4.30 4.3	4.50 A 5.50 A 5.50 A MED 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 4.50 A 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3	4.00 5.00 11.25 5.00 5.00 3.00 3.00 3.00 3.00 3.00 3.0	Scepter of the Grand Nagus R 4.40 3.50 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim Enrique Mu—iz Fajo's Gailery Gelnon Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara I.K.C. Lukara I.K.C. Negh' Var	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 3.00 3.00 4.40 3.00 3.80 5.00 5.00 3.40 4.30 3.30 3.80 4.30 3.00 4.40 4.30 3.00 4.40 4.30 4.3	4.50 A 5.50 A 5.50 A 5.50 A 5.50 A 5.50 A 5.50 A 5.50 A 5.50 A 5.50 A 3.00 3.00 4.50 A 3.50 A 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50 A 3.50	4.00 5.00 11.25 5.00 5.00 LOW 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 Starry Night R 3.90 3.304 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD MAME A Good Day to Live Admiral Ross Admiral Ross Admiral Ross Mibassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim Enrique Mu-iz Fajo's Gallery Gelnon Goravus Gul Madred Il.C. Koraga I.K.C. Lukara I.K.C. Negh Var Ilion Tandro	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 15.75 6.40 6.00 3.00 3.00 4.40 3.00 3.80 3.80 3.80 3.40 4.00 3.80 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4	4.50 A 5.	4.00 5.00 11.25 5.00 5.00 1.00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 U.S.S. Sao Paulo R 7.00 4.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim Emigree Mu-iz Fajo's Gallery Gelnon Goraxus Gui Madred I.K.C. Koraga I.K.C. Negh'Var Ilino Tandro Impersonate Captive	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 15.75 15.76 16.40 6.00 3.00 3.00 4.40 3.00 4.40 3.00 4.00 3.80 4.00 4.30 4.30 4.30 4.40 4.30 4.40 4.4	4.50 A 5.50 A 13.50 A 5.50 A 13.50 A 13.50 A 13.50 A 13.00 13.	4.00 5.00 11.25 5.00 5.00 1.00 3.00 3.00 3.00 3.00 3.00 3.00 3	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 Starry Night R 3.90 3.00 3.00 3.00 U.S.S. Sao Paulo R 7.00 4.
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Warley E-Band Emissions Elim Enrique Mu—iz Fajo's Gallery Gelnon Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara II.K.C. Negh Var Ilon Tandro Ilnot Tandro	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 6.00 6.00 5.00 4.40 3.00 5.00 4.40 3.00 3.80 5.00 3.80 4.00 4.00 4.00 4.10 4.10 4.10 4.10 4.1	4.50 A 5.50 A 5.50 A 3.00 3.00 4.50 A 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3	4.00 5.00 15.00 5.00 15.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Might R 3.90 3.304 3.00 3.00 3.00 U.S.S. Sao Paulo R 7.00 4.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim Emigree Mu-iz Fajo's Gallery Gelnon Goraxus Gui Madred I.K.C. Koraga I.K.C. Negh'Var Ilino Tandro Impersonate Captive	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 15.75 15.76 16.40 6.00 3.00 3.00 4.40 3.00 4.40 3.00 4.00 3.80 4.00 4.30 4.30 4.30 4.40 4.30 4.40 4.4	4.50 A 5.50 A 13.50 A 5.50 A 13.50 A 13.50 A 13.50 A 13.00 13.	4.00 5.00 11.25 5.00 5.00 1.00 3.00 3.00 3.00 3.00 3.00 3.00 3	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 3.00 3.00 Starry Night R 3.90 3.00 3
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD MAME A Good Day to Live Admiral Ross Admiral Ross Admiral Ross Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Warley E-Band Emissions Elim Elim Elimique Mu-iz Fajo's Gallery Gelnon Goraxus Gul Madred I.K.C. Negh Var Ilion Tandro Impersonate Captive Inside Operation Ixtana' Rax Jadzia Dax Kang	SR SR R R R R R R R R R R R R R R R R R	5.40 6.00 6.40 6.00 8 UPR 3.00 3.00 3.00 3.00 4.40 4.30 3.80 4.40 4.30 3.80 4.60 4.60 4.10 4.10 4.10 4.10 4.10 4.10 5.90 5.90 5.90 5.90 5.90 5.90 5.90 5.9	4.50 A 13.50 A	4.00 5.00 5.00 5.00 1.00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 Starry Night R 3.90 3.00 3.00 U.S.S. Sao Paulo R 7.00 4
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Boone Impersonator Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim Enrique Mu-iz Fajo's Gallery Gelnon Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara I.K.C. Negh'Var Ilon Tandro Ilon Tan	SRESER REERERERERERERERERERERERERERERERE	5.40 6.00 15.75 6.40 6.00 3.00 3.00 3.00 4.40 3.30 4.00 4.00 3.30 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4.8	4.50 A 5.50 A 5.50 A 5.50 A 5.50 A 5.50 A 5.50 A 5.50 A 3.00 3.00 3.50 A 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 4.40 A 3.00 3.00 3.00 4.40 A 3.00 3.00 3.00 4.40 A 3.00 3.00 4.40 A 3.00 3.00 4.40 A 3.00 4.40 A 3.00 3.00 4.40 A 3.00 4.40 A 3.00 4.50 A 3.30 A 3.30 A 3.30 A 3.30 A 3.30 A 3.30 A 3.30 A 3.30 A 3.30 A	4.00 5.00 5.00 5.00 1.25 5.00 5.00 3.00 3.00 3.30 3.30 3.30 3.30 3.30 3.00 3.30 3.00	Scepter of the Grand Nagus R 4.40 3.50 3.00 3.00 Senator Cretak R 3.80 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD MAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Warley E-Band Emissions Elim Enrique Mu—iz Fajo's Gallery Gelnon Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara II.K.C. Negh Var Ilon Tandro Impersonate Captive Inside Operation Ixtana' Rax Jadzia Dax Kang Kavok Koloth	SRR SR R R R R R R R R R R R R R R R R	5.40 6.00 6.00 3.00 3.00 3.00 3.00 3.00 3.0	4.50 5.50 MED 3.00 4.50 3.00 4.50 3.00 3.00 3.50 4.50 3.00 3.0	4.00 5.00 5.00 5.00 3.00 3.00 3.00 3.00 3	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 Starry Night R 3.90 3.00 3.00 U.S.S. Sao Paulo R 7.00 4
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim Enrique Mu-iz Fajo's Gallery Gelnon Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara	SRESE REERERERERERERERERERERERERERERERER	5.40 6.00 6.00 6.00 3.00 3.00 3.00 3.00 4.40 3.30 4.40 4.30 3.80 4.40 4.30 3.40 4.40 4.30 4.40 4.30 4.40 4.4	4.50 A 3.00 A 3.	4.00 5.00 5.00 5.00 3.00 3.00 3.00 3.00 3	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 3.00 Tower of Commerce R 4.10 3.0
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Boone Impersonator Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elimi Emissions	SRR SR R R R R R R R R R R R R R R R R	5.40 6.00 6.00 6.00 3.00 3.00 5.00 4.40 3.30 5.00 4.40 3.30 3.90 4.80 4.80 4.80 4.40 3.30 4.80 4.60 5.40 4.80 4.80 4.80 4.80 4.80 4.80 4.80 4	4.50	4.00 5.00 5.00 5.00 5.00 3.00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.00 3.00 3.00 Starry Night R 3.90 3.00 3.00 3.00 3.00 Starry Night R 3.90 3.00 3.00 3.00 3.00 Starry Night R 3.00 3.00 3.00 3.00 3.00 Starry Night R 4.30 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim E-Band Emissions Elim Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara I.K.C. Negh'Var Illon Tandro Impersonate Captive Inside Operation Ixtana' Ray Jadzia Dax Kang Kayok Koloth Kor Kraxon Kudak'Etan La Forge Impersonator	SRR SRR R R R R R R R R R R R R R R R R	5.40 6.00 6.00 6.00 6.00 6.00 1.00 1.00 1.0	4.50 A 3.00 A 3.	4.00 5.00 5.00 5.00 3.00 3.00 3.00 3.00 3	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chular: The Abyss Donald Warley E-Band Emissions Elim Enrique Mu-iz Fajo's Gallery Gelnon Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara I.K.C. Negn'var Ilon Tandro Impersonate Captive Inside Operation Ixtanar'Rax Jadzia Dax Kang Kavok Koloth Kor Kraxon Kudak'Etan La Forge Impersonator Locutus' Borg Cube	SRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	5.40 4.30 3.00 3.40 4.40 3.00 3.40 4.40 3.00 3.40 4.30 3.40 4.30 3.40 4.54 4.54 4.54 4.54 4.54 4.54 4.54 4	4.50	4.00 5.00 5.00 5.00 LOW 3.00 3.30 3.00 3.30 3.00 3	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim Enrique Mu-iz Fajo's Gallery Gelnon Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara I.K.C. Negh'Var Ilion Tandro Impersonate Captive Inside Operation Ixana'Rax Jadzia Dax Kang Kavok Koloth Kor Kraxon Kudak'Etan La Forge Impersonator Locutus Borg Cube Long Live the Queen	SRRS SRARRERERERERERERERERERERERERERERERERERE	5.40 6.00 15.75 6.40 6.00 3.00 3.00 3.30 4.40 3.30 4.40 3.30 4.40 3.30 4.40 3.30 4.40 3.30 4.40 4.30 3.30 4.40 4.4	4.50.4 5.50.4 13.50.4 5.50.4 13.00 14.50.4 3.00 14.50.4 3.	4 .00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 3.00 Starry Night R 3.90 3.00 3.00 3.00 U.S.S. Sao Paulo R 7.00 4
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim E-Band Emissions Elim E-Band Emissions Elim Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara I.K.	SHRS SHARRERERERERERERERERERERERERERERERERERER	5.40 6.00 15.75 6.40 3.00 3.00 3.00 4.40 3.00 4.00 5.40 4.30 3.80 4.60 4.40 3.00 4.40 3.00 4.40 4.40 4.40 4.4	4.50.4 13.50.4 13.50.4 13.50.4 13.50.4 13.50.4 13.50.4 13.50.4 13.00 13.	4.00 11.25 5.00 11.25 5.00 11.25 5.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Might R 3.90 3.304 3.00 3.00 Tower of Commerce R 4.10 3.00 3.00 3.00 3.00 Tower of Commerce R 4.10 3.00 3.00 3.00 3.00 Tower of Commerce R 4.10 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim Enrique Mu-iz Fajo's Gallery Gelnon Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara I.K.C. Negh'Var Ilion Tandro Impersonate Captive Inside Operation Ixana'Rax Jadzia Dax Kang Kavok Koloth Kor Kraxon Kudak'Etan La Forge Impersonator Locutus Borg Cube Long Live the Queen	SRRS SRARRERERERERERERERERERERERERERERERERERE	5.40 6.00 15.75 6.40 6.00 3.00 3.00 3.30 4.40 3.30 4.40 3.30 4.40 3.30 4.40 3.30 4.40 3.30 4.40 4.30 3.30 4.40 4.4	4.50.4 5.50.4 13.50.4 5.50.4 13.00 14.50.4 3.00 14.50.4 3.	4.00 11.25 5.00 11.25 5.00 11.25 5.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	Scepter of the Grand Nagus R 4.40 3.50 3.00 3.00 Senator Cretak R 3.80 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O Brien Chula: The Abyss Donald Warley E-Band Emissions Elim Enrique Mu-iz Fajo's Gallery Gelnon Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara II.K.C. Norga I.K.C. Norga I.K.C. Norga I.K.C. Sphyar Ilon Tandro Impersonate Captive Inside Operation Ixtana'Rax Jadzia Dax Kang Kavok Kolotth Kor Kraxon Kudak'Etan La Forge Impersonator Loutius' Borg Cube Long Live the Queen Maximum Firepover Miles O'Brien Odo Founder	SHRSKR RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	5.40 6.00 15.75 6.00 1	4.50	4.00 11.25 5.00 11.25 5.00 11.25 5.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Admiral Ross Admiral Ross Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Warley E-Band Emissions Elim Enrique Mu-iz Fajo's Gailery Gelnon Goraxus Gul Madred I.K.C. Korga I.K.C. Negh Var Ilion Tandro Impersonate Captive Inside Operation Ixtana' Rax Jadzia Dax Kang Kavok Koloth Kor Kraxon Kudak'Etan La Forge Impersonator Locutus' Borg Cube Long Live the Queen Maximum Firepower Miles O'Brien Odo Founder Outgunned Parthok	SHARKER ARE ARE ARE ARE ARE ARE ARE ARE ARE A	5.40 6.00 15.75 6.40 3.00 5.00 4.40 3.30 5.00 4.40 3.30 5.00 3.40 4.5 4.30 3.90 3.40 4.40 4.30 3.90 4.40 4.30 4.40 4.40 4.40 4.40 4.40 4.4	4.50.4 5.50.4 3.00 4.50.4 3.00 4.50.4 3.00 4.50.4 3.00 3.00 4.50.4 3.00 3.00 4.50.4 3.00 3.00 4.50.4 3.00 3.00 4.50.4 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3	4 .00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.00 3.00 3.00 Tower of Commerce R 4.10 3.00 3.00 3.00 3.00 Tower of Commerce R 4.10 3.00 3.00 3.00 3.00 Tower of Commerce R 4.10 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Ambassador Tomalak Blood Oath Boone Impersonator Boorg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Varley E-Band Emissions Elim E-Band Emissions Elim Goraxus Gul Madred I.K.C. Koraga I.K.C. Lukara I.K.C. Negh'Var IIon Tandro Impersonate Captive Inside Operation Ixtana'Ray Jadzia Dax Kang Kavok Koloth Kor Kraxon Kudak'Etan La Forge Impersonator Locutus' Borg Cube Long Live the Queen Maximum Firepower Miles O'Brien Odo Founder Outgunned Parthok Picard Maneuver	SRRSRR RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	5.40 6.00 15.75 6.40 3.00 3.00 3.40 4.00 3.00 3.40 4.00 3.00 3	4.50.4 13.50.4 13.50.4 13.50.4 13.50.4 13.50.4 13.50.4 13.00	4.00 11.25 5.00 11.25 5.00 11.25 5.00 11.25 5.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00
Odo Founder Riker Wil Sword of Kahless U.S.S. Thunderchild CARD NAME A Good Day to Live Admiral Ross Admiral Ross Admiral Ross Boone Impersonator Borg Cutting Beam Chart Stellar Cluster Chief O'Brien Chula: The Abyss Donald Warley E-Band Emissions Elim Enrique Mu-iz Fajo's Gailery Gelnon Goraxus Gul Madred I.K.C. Korga I.K.C. Negh Var Ilion Tandro Impersonate Captive Inside Operation Ixtana' Rax Jadzia Dax Kang Kavok Koloth Kor Kraxon Kudak'Etan La Forge Impersonator Locutus' Borg Cube Long Live the Queen Maximum Firepower Miles O'Brien Odo Founder Outgunned Parthok	SHARKER ARE ARE ARE ARE ARE ARE ARE ARE ARE A	5.40 6.00 15.75 6.40 3.00 5.00 4.40 3.30 5.00 4.40 3.30 5.00 3.40 4.5 4.30 3.90 3.40 4.40 4.30 3.90 4.40 4.30 4.40 4.40 4.40 4.40 4.40 4.4	4.50.4 5.50.4 3.00 4.50.4 3.00 4.50.4 3.00 4.50.4 3.00 3.00 4.50.4 3.00 3.00 4.50.4 3.00 3.00 4.50.4 3.00 3.00 4.50.4 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3	4 .00	Scepter of the Grand Nagus R 4.40 3.50 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Senator Cretak R 3.80 3.00 3.00 3.00 Starry Night R 3.90 3.304 3.00 3.00 3.00 Starry Night R 3.90 3.00 3.00 3.00 3.00 3.00 Starry Night R 3.90 3.00

ar	R	3.00	3.00	3.00	Ro Laren R 5.40 4.50 3.3	
arran cret Orders	R	4.80	3.50▲ 3.00	3.00	Senator Letant R 4.10 3.00 3.0 Sword of Kahless R 4.00 3.50 ▲ 3.0	
yo .	R	3.40	3.00	3.00	Target These Coordinates R 4.50 3.00 3.0	
	R	4.00	3.50▲	3.00	The Albino R 3.90 3.30 3.0	
dvanced	R R	3.00 4.60	3.00 3.30	3.00	Torture R 4.10 3.00 3.0 U.S.S. Thunderchild R 5.50 4.00 3.0	
	R	3.00	3.00	3.00	Worf Son of Mogh R 9.00 5.90 5.	
. alau	R	3.00	3.00	3.00	RULES OF ACQUISITION (130 cards)	
ider ounder	R R	4.80	3.50▲		Rules of Acquisition Set 103.75 102.50 \$101.	25
Juliuoi	R	3.00	3.00	3.00	RoA Booster Box 63.75 62.50▲ 61.2	25
under	R	3.90	3.30▲	3.00	RoA Booster Pack 3.10 3.00 2.7 Rare card 3.10 3.00 3.6	
ounder	R R	7.00 4.00	4.30 ▲ 3.50 ▲	3.00	Uncommon card 0.80 0.60 0.5	
ddington	R	4.40	3.30▲	3.00	Common card 0.50 0.25 0.	
ounder	R	4.80	3.50▲	3.00	Aluura R 3.00 3.00 2.6	
the President the Proconsul	R	3.90	3.30▲	3.00	Apnex R 3.80 3.00 3.0	
n	R	3.00	3.30▲ 3.00	3.00	Arandis R 3.80 3.00 3.0	00
ophecy			0.00	0.00	Bractor R 3.90 3.30 3.6 Breen CRM114 R 3.00 3.00 2.6	
nange	R	4.40	3.50▲	3.00	Breen CRM114 R 3.00 3.00 2.6 Brunt R 4.50 4.30 3.3	
lan	R R	3.00	3.00	2.60 3.00	Chula: The Door R 3.80 3.00 3.0	
reenak	R	4.10	3.00	3.00	Continuing Committee R 4.10 3.00 3.0	
Nine		33.75	30.00	27.00	Deyos R 3.00 3.00 3.0 Elizabeth Lense R 3.80 3.00 3.0	
rap	R	3.00	3.00	3.00	Gaila R 3.00 3.00 2.6	
ng of Li Nalas	R	3.00 4.60	3.00 3.30	3.00	George Primmin R 3.80 3.00 3.0	
Hall	R	4.00	3.50▲	3.00	Gral R 3.00 3.00 3.0	
Link	R	3.90	3.30▲	3.00	Grand Nagus Gint R 4.80 3.50▲ 3.0 Grand Nagus Zek R 5.10 3.50▲ 3.0	
rax	R R	3.00	3.00	3.00	Hagath R 5.00 4.00 3.0	
fiant	R	4.00 12.50	3.50▲ 9.00▲	3.00 6.00	lkat'lka R 3.00 3.00 3.0	
Grande	R	5.00	4.50▲	3.30	Ishka R 3.00 3.00 2.6	
	R	7.00	4.80▲	3.30	Jovis R 4.30 3.30 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0	
n of Mogh	UK R	19.50	17.00▲ 3.00	15.25 3.00	Krajensky Founder R 4.50 3.00 3.0	
	R	3.00	3.00	3.00	Krayton R 3.00 3.00 2.6	
GLORY (130	***********		***************************************		Kreechta R 3.80 3.00 3.0 Kukalaka R 3.80 3.00 3.0	
lory Set			132.50▲	131.25	Kukalaka R 3.80 3.00 3.0 Leck R 4.10 3.00 3.0	
lory Booster B	OX	85.00	85.00▲	75.00	Leeta R 5.00 4.50 ▲ 4.0	
lory Booster Pa	ack	3.10	3.00	2.90	Lemec R 4.30 3.30 ▲ 3.0	
on card		3.10 0.80	3.00 0.80	3.00 0.50	Lurin R 3.40 3.00 3.0 Maihar'du R 3.80 3.00 3.0	
card		0.25	0.10	0.10	Margh R 3.90 3.30 3.0	
GLORY FOIL			MED	LOW	Morn R 4.80 3.50 ▲ 3.0	00
ing Beam	VR	4.50 15.75	4.00 13.50▲	4.00	Naprem R 4.10 3.00 3.0	
lery	VR	8.40	5.50	3.00	Nog R 6.10 5.00 4.3 Omag R 4.10 3.00 3.0	
	VR	5.40	4.50▲	4.00	Orb of Wisdom R 3.80 3.00 3.0	
h'Var	VR	5.40	4.50▲	4.00	Orion Syndicate Bomb R 4.10 3.00 3.0	
eration x	VR UR	5.40 15.75	4.00▲ 13.50▲		Patahk R 3.80 3.00 3.0 Phased Cloaking Device R 3.80 3.00 3.0	
^	VR	8.40	6.004	4.00	Phased Cloaking Device R 3.80 3.00 3.0 Protection Racket R 4.10 3.00 3.0	
	VR	8.40	6.00▲	4.00	Quark R 8.30 5.30 4.1	0
	SR VR	7.40	6.00▲	5.00	Quark's Bar R 4.50 3.00 3.0	
Impersonator		5.00 6.40	4.50▲	4.00 5.00	Quark's Isolinear Rods R 4.10 3.00 3.0 Quark's Treasure R 4.00 3.50 3.0	
Borg Cube	UR	17.75	14.50▲	10.50	Rom R 6.50 4.00 3.0	
Firepower	SR	5.40	4.50▲		Scepter of the Grand Nagus R 4.40 3.50 3.0	
der	SR	6.00 15.75	5.50▲	5.00	Senator Cretak R 3.80 3.00 3.0 Starry Night R 3.90 3.30 ▲ 3.0	
Kahless	SR	6.40	5.50▲	5.00	Tower of Commerce R 4.10 3.00 3.0	
underchild	SR	6.00	5.50▲	5.00	U.S.S. Sao Paulo R 7.00 4.00 4.0	0
ay to Live	HA R	3.00	3.00	1.0W 3.00	Writ of Accountability R 4.30 3.00 3.0	0
loss	R	3.00	3.00	3.00	TROUBLE WITH TRIBBLES (141 cards)	
dor Tomalak	R	5.00.	4.50▲	3.30	Trouble with Tribbles Set 173.75 172.50 171.2 Trouble Starter Box 88.75 87.50 86.2	
h	R	4.40	3.50▲	3.00	Trouble Booster Box 73.75 72.50▲ 71.2	
personator ing Beam	R R	3.00	3.00 3.30	3.00	Trouble Starter Deck 10.00 10.00 ▲ 9.0	0
lar Cluster	R	3.80	3.00	3.00	Trouble Booster Pack 6.00 4.00 2.5	
ien	R	5.00	4.50▲	3.30	Trouble Rare-Plus card 4.80 4.00 4.0 Trouble Rare card 3.10 3.00 3.0	
e Abyss arlev	R R	4.00 3.00	3.50▲ 3.00	3.00	Trouble Uncommon card 0.80 0.60 0.5	
nissions	R	3.40	3.00	3.00	Trouble Common card 0.35 0.25 0.1	0
	R	5.40	4.40▲	3.20	1,000 Tribbles (bonus) R* 3.40 3.00 3.0	
lu–iz ery	R R	4.30 3.00	3.30 A 3.00	3.00	1,000 Tribbles (discard) R* 3.40 3.00 3.0	
ory	R	3.00	3.00	3.00	1,000 Tribbles (rescue) R* 3.40 3.00 3.0	
	R	3.80	3.00	3.00	10,000 Tribbles (go) R+ 4.80 4.00 3.3 10,000 Tribbles (poison) R+ 5.00 4.50 ▲ 4.0	
ed	R	3.90	3.30	3.00	10,000 Tribbles (poison) R+ 5.00 4.50 4.0 10,000 Tribbles (rescue) R+ 5.00 4.50 4.0	
aga ara	R R	4.80 4.60	3.50▲	3.00	100,000 Tribbles (clone) R+ 5.00 4.50▲ 4.0	0
h'Var	R	4.00	3.50▲	3.00	100,000 Tribbles (discard) R+ 5.00 4.50 4.0	
0	R	4.10	3.00	3.00	100,000 Tribbles (rescue) R+ 5.00 4.50 ▲ 4.0 Arne Darvin R+ 6.00 5.00 ▲ 4.0	
ate Captive eration	R R	4.40 3.00	3.50▲ 3.00	3.00	Barry Waddle R+ 5.00 4.50▲ 4.0	
(3.00	2.60	Breen Energy-	
<		3.00		5.30	Dampening Weapon R 3.40 3.00 3.0 Breen Warship R 3.80 3.00 3.0	
	R R	7.90	6.00			
	R R R	7.90 5.90	4.30▲	3.00	Brunt's Shuttle R 3.90 3.30▲ 3.0	
	R R R	7.90 5.90 4.60	4.30▲ 3.30▲	3.00 3.00	Brunt's Shuttle R 3.90 3.30 ▲ 3.0 Captain Kirk R+ 11.75 8.50 ▲ 6.5	0
	R R R R R R	7.90 5.90 4.60 5.40 5.40	4.30▲	3.00	Brunt's Shuttle R 3.90 3.30 ▲ 3.0 Captain Kirk R+ 11.75 8.50 ▲ 6.5 Captain Koloth X 7.00 3.50 ▲ 3.0	0 0 0
	R R R R R R R	7.90 5.90 4.60 5.40 5.40 4.80	4.30▲ 3.30▲ 4.00▲ 4.00▲ 3.50▲	3.00 3.00 3.00 3.00 3.00	Brunt's Shuttle R 3.90 3.30▲ 3.0 Captain Kirk R+ 11.75 8.50▲ 6.5 Captain Koloth X 7.00 3.50▲ 3.0 Chain Reaction Ricochet R 3.80 3.00 3.0	0 0 0 0
n	R R R R R R R R R	7.90 5.90 4.60 5.40 5.40 4.80 3.00	4.30 A 3.30 A 4.00 A 4.00 A 3.50 A 3.00	3.00 3.00 3.00 3.00 3.00 3.00 3.00	Brunt's Shuttle R 3.90 3.30 3.0 3.0 Captain Kirk R+ 11.75 8.50 A 6.5 Captain Koloth X 7.00 3.50 3.0 3.0 Chain Reaction Ricochet R 3.80 3.00 3.0 Chula: The Drink R 3.40 3.00 3.0 Council of Warriors R 3.00 3.00 3.0 3.0 Council of Warriors R 3.00 3.00 3.0	0 0 0 0 0
	R R R R R R R	7.90 5.90 4.60 5.40 5.40 4.80	4.30 A 3.30 A 4.00 A 4.00 A 3.50 A 3.00 3.00 6.00	3.00 3.00 3.00 3.00 3.00 3.00 2.60	Brunt's Shuttle R 3.90 3.304 3.0 Captain Kirk R+ 11.75 8.504 6.5 Captain Koloth X 7.00 3.504 3.0 Chain Reaction Ricochet R 3.80 3.00 3.0 Chula: The Drink R 3.40 3.00 3.0 Council of Warriors R 3.00 3.00 3.0 Deep Space Station K-7 R 4.80 3.504 3.0	0 0 0 0 0 0 0
n mpersonator Borg Cube the Queen	R R R R R R R R R R R	7.90 5.90 4.60 5.40 5.40 4.80 3.00 3.40 8.10 4.60	4.30 A 3.30 A 4.00 A 4.00 A 3.50 A 3.00 3.00 6.00 3.30 A	3.00 3.00 3.00 3.00 3.00 3.00 2.60 5.30 3.00	Brunt's Shuttle R 3.90 3.30 3.0 3.0 Captain Kirk R+ 11.75 8.50 4.65 Captain Koloth X 7.00 3.50 3.0 3.0 Chain Reaction Riccorbet R 3.80 3.00 3.0 Chula: The Drink R 3.40 3.00 3.0 Council of Warriors R 3.00 3.00 3.0 Deep Space Station K-7 R 4.80 3.50 3.50 3.0 Dominion Battleship R 5.40 4.50 4.33	0 0 0 0 0 0 0 0
n mpersonator Borg Cube the Queen Firepower	$\begin{array}{c} R & R & R & R & R & R & R & R & R & R $	7.90 5.90 4.60 5.40 5.40 4.80 3.00 3.40 8.10 4.60 3.00	4.30 A 3.30 A 4.00 A 4.00 A 3.50 A 3.00 6.00 3.30 A 3.00	3.00 3.00 3.00 3.00 3.00 3.00 2.60 5.30 3.00 3.00	Brunts Shuttle	0 0 0 0 0 0 0 0
n mpersonator Borg Cube the Queen Firepower ien	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	7.90 5.90 4.60 5.40 5.40 4.80 3.00 3.40 8.10 4.60 3.00 7.40	4.30 A 3.30 A 4.00 A 4.00 A 3.50 A 3.00 6.00 3.30 A 3.00 A 3.50 A	3.00 3.00 3.00 3.00 3.00 3.00 2.60 5.30 3.00 3.00 3.00	Brunt's Shuttle R 390 330 3.0 3.0 Captain Kirk R+ 11.75 8.50 4.65 Captain Koloth X 7.00 3.504 3.0 Chain Reaction Ricochet R 3.80 3.00 3.0 Chain Reaction Ricochet R 3.80 3.00 3.0 Council of Warriors R 3.00 3.00 3.0 Council of Warriors R 3.00 3.00 3.0 Deep Space Station K-7 R 4.80 3.50 A 3.0 Dr. McCoy UR 60.00 48.004 27.0 Dulmer R+ 5.60 4.504 3.3 Ensign Chekov R+ 7.50 5.504 4.65	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
n mpersonator Borg Cube the Queen Firepower	R R R R R R R R R R R R R R R R R R R	7.90 5.90 4.60 5.40 5.40 4.80 3.00 3.40 4.60 3.00 7.40 5.90 3.80	4.30 A 4.00 A 4.00 A 3.50 A 3.00 3.00 6.00 3.30 A 3.00 4.00 3.50 A 4.00 3.50 A	3.00 3.00 3.00 3.00 3.00 3.00 2.60 5.30 3.00 3.00 3.00 3.00 3.00 3.00	Brunts Shuttle	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
n mpersonator Borg Cube the Queen Firepower ien der	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	7.90 5.90 4.60 5.40 5.40 4.80 3.00 3.40 8.10 4.60 3.00 7.40 5.90 3.80 3.80	4.30 A 4.00 A 4.00 A 4.00 A 3.50 A 3.00 3.00 6.00 3.30 A 4.00 3.50 A 4.00 3.50 A	3.00 3.00 3.00 3.00 3.00 3.00 2.60 5.30 3.00 3.00 3.00 3.00 3.00 3.00	Brunt's Shuttle R 3.90 3.30 3.0 3.0 Captain Kirk R+ 11.75 8.50 4.65 Captain Koloth X 7.00 3.50 3.0 3.0 Chain Reaction Ricochet R 3.80 3.00 3.0 Chain Reaction Ricochet R 3.80 3.00 3.0 Council of Warriors R 3.00 3.00 3.0 Deep Space Station K-7 R 4.80 3.50 3.0 Dominion Battleship R 5.40 4.50 3.3 Dr. McCoy UR 60.00 48.00 4.70 Dulmer R+ 5.60 4.50 3.3 Ensign Chekov R+ 7.50 5.50 4.6 Ensign O'Brion R+ 8.80 5.00 5.00 5.0 Executive Authorization R 3.80 3.00 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3	000000000000000000000000000000000000000
n mpersonator Borg Cube the Queen Firepower ien der der der	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	7.90 5.90 4.60 5.40 5.40 4.80 3.00 3.40 8.10 4.60 3.00 7.40 5.90 3.80 3.80 3.80	4.30 A 4.00 A 4.00 A 4.00 A 3.50 A 3.00 3.00 3.30 A 4.00 3.50 A 4.00 3.00	3.00 3.00 3.00 3.00 3.00 3.00 2.60 5.30 3.00 3.00 3.30 3.00 3.00 3.00 3.0	Brunt's Shuttle R 3,90 3,30 3,00 3,00 Captain Kirk R+ 11.75 8,50 A 6.5 Captain Kirk R+ 11.75 8,50 A 6.5 Captain Koloth X 7.00 3,50 A 3,0 3,0 Chain Reaction Ricochet R 3,80 3,00 3,0 Chula: The Drink R 3,40 3,00 3,0 3,0 Eep Space Station K-7 R 4,80 3,50 A 3,0 Dominion Battleship R 5,40 4,50 A 3,0 Dr. McCoy UR 60,00 4,80 A 27,0 Dulmer R+ 5,60 4,50 A 3,0 Ensign Chekov R+ 7,50 5,50 A 6.6 Ensign O'Brien R+ 8,80 6,50 A 5,0 Executive Authorization R 3,40 3,00 3,0 Ferengi Infestation R 3,40 3,00 3,0 First Minister Shakaar R+ 5,50 4,00 3,3	000000000000000000000000000000000000000
n mpersonator Borg Cube the Queen Firepower ien der	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	7.90 5.90 4.60 5.40 5.40 4.80 3.00 3.40 8.10 4.60 3.00 7.40 5.90 3.80 3.80	4.30 A 3.30 A 4.00 A 4.00 A 3.50 A 3.00 3.00 3.30 A 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.00 5.00 3.00	3.00 3.00 3.00 3.00 3.00 3.00 2.60 5.30 3.00 3.00 3.00 3.00 3.00 3.00 3.0	Brunt's Shuttle R 390 330 3.0 3.0 Captain Kirk R+ 11.75 8.504 6.5 Captain Kirk R+ 11.75 8.504 6.5 Captain Kirk R+ 11.75 8.504 3.0 3.0 3.0 Chain Reaction Riocotch R 3.80 3.00 3.0 Chain Reaction Riocotch R 3.80 3.00 3.0 Council of Warriors R 3.00 3.00 3.0 Deep Space Station K-7 R 4.80 3.504 3.0 Dominion Battleship R 5.40 4.504 3.3 Dr. McCoy UR 60.00 48.004 27.0 Dulmer R+ 5.60 4.504 3.3 Ensign Chekov R+ 7.50 5.504 4.6 Ensign O'Brien R+ 8.80 6.504 5.0 Executive Authorization R 3.80 3.00 3.0 Ferengi Infestation R 3.40 3.00 3.0 Ferengi Infestation R 3.40 3.00 3.0 Gal Gath'thong R 4.10 3.00 3.0 3.0 Gal Gath'thong R 4.10 3.00 3.0 3.0 Gal Gath'thong R 4.10 3.00 3.0 3.0 3.0 Gal Gath'thong R 4.10 3.00 3.0 3.0 3.0 Gal Gath'thong R 4.10 3.00 3.0 3.0 3.0 Gal Gath'thong R 4.10 3.00 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3.0 3	000000000000000000000000000000000000000
n mpersonator Borg Cube the Queen Firepower ien der der der	RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	7.90 5.90 4.60 5.40 5.40 4.80 3.00 3.40 8.10 4.60 3.00 7.40 5.90 3.80 3.80 3.80 5.00	4.30 A 4.00 A 4.00 A 4.00 A 3.50 A 3.00 3.00 3.30 A 4.00 3.50 A 4.00 3.00	3.00 3.00 3.00 3.00 3.00 3.00 2.60 5.30 3.00 3.00 3.00 3.00 3.00 3.00 3.0	Brunt's Shuttle R 3,90 3,30 3,00 3,00 Captain Kirk R+ 11.75 8,50 A 6.5 Captain Kirk R+ 11.75 8,50 A 6.5 Captain Koloth X 7.00 3,50 A 3,0 3,0 Chain Reaction Ricochet R 3,80 3,00 3,0 Chula: The Drink R 3,40 3,00 3,0 3,0 Eep Space Station K-7 R 4,80 3,50 A 3,0 Dominion Battleship R 5,40 4,50 A 3,0 Dr. McCoy UR 60,00 4,80 A 27,0 Dulmer R+ 5,60 4,50 A 3,0 Ensign Chekov R+ 7,50 5,50 A 6.6 Ensign O'Brien R+ 8,80 6,50 A 5,0 Executive Authorization R 3,40 3,00 3,0 Ferengi Infestation R 3,40 3,00 3,0 First Minister Shakaar R+ 5,50 4,00 3,3	000000000000000000000000000000000000000





Star Trek/Star Wars

HQ: Orbital				Kelvan Show of Force	R	3.00	3.00	3.00
Weapons Platform	R 4.20	3.00	3.00	Luaran	R	3.00	3.00	3.00
I.K.C. Gr'oth	R+ 4.90	4.30 ▲	4.00	Marlena Moreau	R+	4.50	4.00	4.00
I.K.C. Ning'tao Keras	R 4.80 R+ 5.20	3.50 ▲ 4.50 ▲	3.00 4.00	Mirror Terok Nor Mr. Brunt	R+ R+	8.00 5.00	6.00 ▲ 4.00	5.00
Kira	R+ 6.90	4.80▲	4.10	Mr. Nog	R+	5.50	5.00▲	4.00
Lt. Bailey Lt. Bashir	R+ 6.00 R+ 8.00	5.00▲ 5.00	4.00 4.60	Mr. Quark Mr. Rom	R+ R+	6.50	5.00 ▲	4.00
Lt. Dax	R+ 11.25	7.00 ▲	5.00	Mr. Sisko	R+	8.00	8.004	6.00
Lt. Sisko Lt. Sulu	X 7.30 R+ 9.00	5.00 5.50	3.50 5.00	Mr. Tuvok Nurse Chapel	R R+	5.50 6.00	5.00	5.00
Lt. Uhura	R+ 10.00	8.004	5.30	Overseer Odo	R+	6.50	6.00▲	
Lucsly	R+ 5.60		4.00	Professor Sisko	R+	6.00	6.00	
Lumba Make It So	R+ 4.90 R 3.40	4.30 ▲ 3.00	3.00	Regency 1 Regent Worf	R R+	4.50 7.50	3.00 6.00	3.00 6.00
Mr. Scott	R+ 10.00	6.00▲	3.50	Ruk	R	3.50	3.00	3.00
Mr. Spock Odo	R+ 12.50 R+ 9.80	10.00▲	5.00	Security Chief Garak Security Chief Sulu	R+ R+	6.00	5.00▲	
Orb of Time	R 3.90	3.30▲	3.00	Smiley	R+	5.00	4.00	4.00
Resistance is Futile	R 3.00 R+ 12.25	3.00 8.50 A	3.00 6.10	Tantalus Field Terran Rebellion HQ	R R	3.50	3.00	3.00
Starship Enterprise Stolen Attack Ship	R 5.10	3.50▲	3.00	The Art of Diplomacy	R	3.00	3.00	3.00
The Centurion	R+ 5.60	4.50	4.00	The Guardian of Foreve		3.50	3.00	3.00
Third of Five Thot Gor	R+ 5.00 R+ 5.30	4.50 ▲ 4.30 ▲	4.00 4.00	The Intendant Thomas Paris	R+ R	6.00 5.00	5.00 ▲ 5.00	4.00 5.00
Velal	R+ 4.80	4.00	4.00	Weyoun of Borg	R+	5.50	5.00	5.00
Weyoun's Warship Worf	R 4.80 R+ 9.00	4.00 5.50▲	3.30 5.00	VOYAGER (201 Cards/1				LOW
REFLECTIONS (105 Ca		MED	LOW	Voyager Set Voyager Starter Display		243.75 2 78.75	242.50 ▲2 77.50 ▲	
Reflections Foil Set	403.75	102.50 ▲4	01.25	Voyager Starter Deck		10.00	10.00▲	9.00
Reflections Booster Bo Reflections Booster Pa		131.50▲1 5.50▼		Voyager Booster Box		68.75	67.50	
Super-Rare cards	5.00	5.00	4.00	Voyager Booster Pack Rare cards		3.40	3.30▲ 3.00	2.90
Very Rare cards	5.00	3.00	2.50	Uncommon cards		0.80	0.50	0.50
CASE TOPPER (1/Case Seven of Nine	Pr 55.00	MED 50.00 ▼	37.50	Common cards Fixed cards (x)		0.50	0.10	0.10
DISPLAY BOX TOPPER	(1/Box) UPR	MED	LOW	CARD NAME		R UPR	MED	LOW
100,000 Tribbles (Clone Admiral Riker	Pr 12.50 Pr 12.00	10.50▲	8.60 5.80	Aggressive Behavior Ancestral Vision	R	3.00	3.00	2.30
Dr. Telek R'Mor	Pr 11.75	8.50▲	5.80	Arturis	R	3.00	3.00	2.30
Gowron of Borg CARD NAME	Pr 11.75 RAR UPR	8.50 ▲ MED	5.80 LOW	Astral Eddy	R R	3.00 9.30	3.00 6.50	2.30 5.30
Benjamin Sisko	SRF 15.00	7.00	7.00	B'Elanna Torres B'Elanna Torres	R	11.00	8.00	
Borg Queen	URF 42.00	30.00 ▲		Barzan Wormhole	R	3.80	3.00	2.30
Cha'Joh Damar	VRF 5.00 VRF 5.00	4.00▲		Caretaker's Array Chakotay	R R	4.50 9.30	3.00 6.50 A	2.30 4.90
Data	SRF 14.50	8.004		Chakotay	R	10.50	7.50▲	4.90
Decius Future Enterprise	VRF 5.00 URF 42.00	4.00 ▲ 30.00 ▲	25.00	Culluh Cure Deadly Virus	R R	3.00	2.80▼ 2.30▲	2.10
Garak	VRF 5.00	5.00▲	2.50	Danara Pel	R	3.00	2.80▼	2.10
Geordi La Forge Governor Worf	SRF 10.00 SRF 10.00	7.00 ▲ 6.00 ▲		Delta Flyer	R R	6.70	5.00 2.80▼	3.90
I.K.C. Bortas	VRF 5.00	4.00▲	2.50	Dereth Dr. Arridor	R	3.00	2.80▼	
I.K.C. Fek'lhr	VRF 5.00 VRF 5.00	4.00 ▲	2.50	Dr. Ma'Bor Jetrel	R	3.00	2.80▼	
I.K.C. Hegh'ta I.K.C. Rotarran	VRF 5.00 VRF 5.00	4.00 ▲	2.50	Dr. Telek R'Mor Hanonian Land Eel	R R	3.00	2.80▼	
Interrogation	VRF 5.00	5.00▲		Haron	R	3.00	2.80▼	2.10
Investigate Rumors Jadzia Dax	VRF 5.00 SRF 12.50	4.00▲ 7.00	2.50 7.00	Harry Kim Hull Breach	R R	7.90 3.00	6.00 2.80▼	4.50 2.10
Jean-Luc Picard	URF 42.00	30.00▲	25.00	Investigate Quantum				
Kahless Khazara	VRF 5.00 VRF 5.00	4.00 ▲ 4.00 ▲		Singularity Karden	R R	2.90 3.00	2.30 ▲ 2.80 ▼	1.30
Kira Founder	VRF 5.00	4.00▲	2.50	Kathryn Janeway	R	10.75	8.00	6.50
Kira Nerys O'Brien Founder	SRF 10.00 VRF 5.00	6.00 4.00▲	5.80	Kazon Warship	R	4.50 7.80	3.00 6.50	2.30 5.30
Ocular Implants	VRF 5.00	5.00 4	2.50	Kes Kes	R R	9.30	6.50	
Odo Brakosh	SRF 10.00 VRF 4.50	8.00 ▲ 4.00 ▲		Kol	R	3.00	3.00	2.30
Prakesh Queen's Borg Cube	SRF 8.00	7.00 ▲	6.00	Kurros Lon Suder	R R	3.00	3.00 2.80	2.30
Study Nebula	VRF 5.00	4.00 ▲	2.50	Lon Suder	R	4.50	2.80	2.10
Supernova U.S.S Defiant	VRF 5.00 URF 42.00	4.00 ▲ 35.00 ▲		Macrovirus Maxwell Burke	R R	3.00	3.00	2.30
U.S.S. Enterprise	SRF 15.00	12.00▲	9.00	Maxwell Burke	R	3.80	2.80	2.10
U.S.S. Enterprise-C	VRF 7.00	5.00	5.00	Minnis Motura	R R	3.00	2.80 A 3.00	2.10
MIRROR, MIRROR (131 Mirror, Mirror Set		MED 212.50 A		Neelix	R	9.30	6.50	5.30
Mirror, Mirror Booster	Box 83.75	82.50▲	81.25	Neelix	R	9.10	7.00	
Mirror, Mirror Booster Rare-plus card	Pack 3.30 5.00	3.00 4.50 A	3.00 4.00	Nevala Penk	R R	3.00	3.00	2.30
Rare card	3.10	3.00	3.00	Quinn	R	3.00	3.00	2.30
Uncommon card Common card	0.80 0.25	0.60	0.50	Razik Rekar	R R	3.40	3.00	2.30
CARD NAME	RAR UPR	MED	LOW	Restore Victims	R	3.00	2.504	1.30
A Fast Ship Would Be Nic	e R 3.00 R 3.00	3.00	3.00	Rudolph Ransom Rudolph Ransom	R R	3.00	2.804	
Artillery Attack Bajoran Warship	R 3.50	3.00	3.00	Samantha Wildman	R	3.80	3.00	2.30
Bareil	R+ 5.50	4.00	4.00	Seska Seska	R R	6.80 8.00	6.00 7.004	4.10
Captain Bashir Captain Dax	R+ 10.00 R+ 12.00	7.00 A 8.00 A		Seven of Nine	R	11.50	9.004	
Chief Engineer Scott	R+ 8.50	7.00▲	4.00	Seven of Nine	R	15.25	10.004	7.30
Chief Navigator Cheko Chief Surgeon McCoy	ov R+ 8.00	6.00 A 8.00 A		Subspace Fracture Sulan	R R	3.00	3.00	2.30
Comm Officer Uhura	R+ 8.00	6.00▲	4.00	Tabor	R	3.00	2.80	2.10
Commander Charvan		5.00	4.00 4.00	Tabor Tanis	R R	3.80	2.80 V	2.10
Commander Leeta Construct Starship	R 4.50 R 4.00	4.00 3.00	3.00	The Cloud	R	3.00	2.80	2.10
Defiant	R+ 10.00	8.00▲	6.00	The Doctor The Pendari Champior	R			4.50
Denevan Neural Parasi Dr. Farallon	tes R 3.00 R 3.00	3.00	3.00	The Swarm	R	3.00	3.00	2.30
Ezri	R+ 5.00	4.00	4.00	Tierna	R	3.00		2.30
Fesarius First Officer Spock	R 3.50 UR 60.00	3.00 50.00 A	3.00	Tom Paris Tuvok	R R	8.50 8.50		4.90
Fontaine	R+ 4.50	4.00	4.00	U.S.S. Equinox	R	6.90	4.504	3.60
Halkan Council Horta	R 3.00 R 3.50	3.00	3.00	U.S.S. Equinox U.S.S. Voyager	R R			3.60 5.80
I.S.S. Enterprise	R+ 12.00	10.00 4	6.00	Vidiian Boarding Claw	R	3.00	3.00	2.30
Jake Sisko	R+ 6.00	5.004	4.00	Vidiian Cruiser Volcanic Eruption	R R			2.10
James Tiberius Kirk	R+ 12.00	10.00	0.00	- o.ou.no Eropuon		5.00	2.50	

Vorik	R	3.00	2.50	2.00
War Council	R	3.00	2.50	2.00
THE BORG (143 cards)		UPR	MED	LOW
The Borg Set The Borg Booster Box	1:	23.75 1 84.75	22.50▲1 76.00▲	21.25
The Borg Booster Pack		3.30	3.00▲	2.70
Rare-plus cards		5.50	5.00▲	4.00
Rare cards		3.00	3.00	3.00
Uncommon cards Common cards		0.80 0.25	0.50 0.10	0.50 0.10
CARD NAME	RAF		MED	LOW
B'Elanna	R+	10.00	10.00▲	5.00
Borg Cube	U	0.80	0.80	0.50
Borg Data Node Borg Nanoprobes	U	0.80	0.80	0.50 0.50
			10.00	7.00
Borg Queen's Ship	R	5.00	5.00	5.00
Borg Tactical Cube	R D.	5.00	4.00 10.00▲	4.00 5.00
	R+ R+	10.00	10.00	5.00
	R+	7.50 9.00	7.50▲	5.00
	R+		8.00▲	5.00 7.50
Feedback Surge	U R+	0.80 6.50	0.80▲	0.50 4.00
Fifth Haiur (AC)	R+	6.00	6.00	6.00
Hajur (AC) I.K.C. Voq'leng	R+	6.50	6.00▲	4.00
Icheb	R+	6.00	6.00▲	4.00
Icheb (AC)	R+	6.00	6.00	5.50
Invasive Procedures Karr	U R+	0.80 6.50	0.80▲	0.50 4.00
Kazon Fighter	U	0.80	0.804	0.50
Kes		10.00	10.00▲	4.00
Liberty Marika (AC)	R+	7.50	7.00	4.00
Marika (AC) Maturation Chamber	R+ U	6.00	6.00 0.80	6.00 0.50
Mezoti (AC)	R+	6.00	6.00	5.50
Multivector Assault Mode		0.80	0.804	0.50
Omega Directive Omega Particle	U	0.80	0.804	0.50 0.50
One One	R+	6.00	6.00	4.00
Orum (AC)	R+	6.00	6.00	6.00
Photonic Energy Being	U	0.80	0.80	0.50
Rebi and Azan (AC)	R+	6.00 47.00	6.00 35.00▲	5.50
Reginald Barclay Riley Frasier (AC)	R+	7.50	6.00	5.50
Sabotaged Negotiations	: U	0.80	0.80	0.50
Seven of Nine	R+	15.00	10.00▲	7.00
The Clown:	U	0.80	0.80	0.50
Beneath the Mask The Think Tank's Ship	R	5.00	5.004	0.50 4.00
Three of Nine	R+	6.00	6.00▲	4.00
U.S.S. Dauntless	R+	8.80	8.00▲	4.00
U.S.S. Dauntless (AC)	R+ R+	10.00 11.00	10.00▲ 7.50▲	6.00 4.00
U.S.S. Prometheus U.S.S. Prometheus (AC)	R+	12.50	7.50▲	6.00
HOLODECK ADVENTURE				
Holodeck Adventures S	et 1	87.50	185.00 ▲	172.50
Holodeck Advs. Booster Holodeck Advs. Booster	Box	85.00	75.00▲	67.50
Rare-plus cards	Pack	5.40	4.60 ▲	4.10
Rare cards		4.00	3.50▲	3.00
Uncommon cards		0.90	0.80	0.70
Common cards	D.S.	0.25	0.25	0.10
CARD NAME Ah-Kel and Ro-Kel	R	5.00	MED 4.00	1.0W
Arachnia	R+	7.90	5.00▲	
Bajoran Resistance Cell				4.30
		1.00	0.90	4.30 0.70
Barash P'Eloppo Doughtor of Mirol	R	1.00 5.00	0.90 4.00▲	0.70 3.00
B'Elanna Daughter of Miral	R R+	1.00 5.00 9.80	0.90 4.00▲ 6.00▲	0.70 3.00 5.00
	R	1.00 5.00 9.80 1.00 10.00	0.90 4.00 A 6.00 A 0.90 8.00 A	0.70 3.00
B'Elanna Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron	R R+ U R+ R+	1.00 5.00 9.80 1.00 10.00 7.50	0.90 4.00 A 6.00 A 0.90 8.00 A 5.50 A	0.70 3.00 5.00 0.70 4.50 4.30
B'Elanna Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery	R I R+ U R+ R+ U	1.00 5.00 9.80 1.00 10.00 7.50 1.00	0.90 4.00 \$\text{\tinx{\text{\ti}\text{\texi{\text{\texi\text{\texi}\tint{\text{\text{\text{\text{\text{\\ti}\tint{\text{\texi}\tilint{\text{\text{\text{\text{\text{\text{\text{\tin}\tint{\tiin}\tin	0.70 3.00 5.00 0.70 4.50 4.30 0.70
B'Elanna Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill	R R+ U R+ U R+ U UR	1.00 5.00 9.80 1.00 10.00 7.50 1.00 49.25	0.90 4.00 \$\times 6.00 \$\times 0.90 8.00 \$\times 5.50 \$\times 0.90 40.00 \$\times 1.	0.70 3.00 5.00 0.70 4.50 4.30 0.70 22.00
B'Elanna Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax	R I R+ U R+ R+ U	1.00 5.00 9.80 1.00 10.00 7.50 1.00	0.90 4.00 \$\text{\tinx{\text{\ti}\text{\texi{\text{\texi\text{\texi}\tint{\text{\text{\text{\text{\text{\\ti}\tint{\text{\texi}\tilint{\text{\text{\text{\text{\text{\text{\text{\tin}\tint{\tiin}\tin	0.70 3.00 5.00 0.70 4.50 4.30 0.70
B'Elanna Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden	R + U R + R + U R U R + R +	1.00 5.00 9.80 1.00 10.00 7.50 1.00 49.25 1.00 9.60 5.30	0.90 4.00 A 6.00 A 0.90 8.00 A 5.50 A 0.90 40.00 A 0.90 5.00 4.80 A	0.70 3.00 5.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 3.80
B'Elama Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden	R+UR+URUR+R+R+	1.00 5.00 9.80 1.00 10.00 7.50 1.00 49.25 1.00 9.60 5.30 6.90	0.90 4.00 \$\text{\ti}\text{\texi{\text{\texi\tiex{\texi}\tint{\text{\tiint{\text{\text{\text{\text{\text{\texi}\text{\text{\texi}\ti	0.70 3.00 5.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 3.80 4.40
B'Earma Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden Kejal	R+UR+URUR+R+R+	1.00 5.00 9.80 1.00 10.00 7.50 1.00 49.25 1.00 9.60 5.30 6.90 6.30	0.90 4.00 A 0.90 8.00 A 5.50 A 0.90 40.00 A 0.90 5.00 4.80 A 6.00 A	0.70 3.00 5.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 3.80 4.40 4.00
BElama Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Kejal Leonardo da Vinci Minuet	R R U R R U U U R R R R R R R	1.00 5.00 9.80 1.00 10.00 7.50 1.00 49.25 1.00 9.60 5.30 6.90 6.30 6.00 4.30	0.90 4.00 A 0.90 8.00 A 5.50 A 0.90 40.00 A 6.00 A 4.00 A 4.00 A	0.70 3.00 5.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 3.80 4.40 4.00 3.50 2.90
BElana Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Tickery Dixon Hill Ekoor Ezri Dax Iden Iden Kejal Leonardo da Vinci Minuet Mr. Garak	R R U R R U R U R R R R R R R R R R R R	1.00 5.00 9.80 1.00 10.00 7.50 1.00 49.25 1.00 9.60 5.30 6.90 6.30 6.00 4.30 7.50	0.90 4.00 A 0.90 8.00 A 5.50 A 0.90 40.00 A 6.00 A 4.00 A 4.00 A 6.00 A	0.70 3.00 5.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 3.80 4.40 4.00 3.50 2.90 4.40
BElama Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden Iden Kejal Leonardo da Vinci Minuet Mr. Garak Naomi Wildman	R R+ U R+ R+ U R U R+ R+ R+ R+ R+ R+ U	1.00 5.00 9.80 1.00 10.00 7.50 1.00 49.25 1.00 9.60 5.30 6.90 6.30 4.30 7.50 1.00	0.90 4.00 A 0.90 8.00 A 5.50 A 0.90 40.00 A 6.00 A 4.00 A 4.00 A 6.00 A 0.90	0.70 3.00 5.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 3.80 4.40 4.00 3.50 2.90 4.40 0.70
BElama Baughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden Kejal Leonardo da Vinci Minuet Mr. Garak Naomi Wildman	R R U R R U R U R R R R R R R R R R R R	1.00 5.00 9.80 1.00 10.00 7.50 1.00 49.25 1.00 9.60 5.30 6.90 6.30 4.30 7.50 1.00	0.90 4.00 A 0.90 8.00 A 5.50 A 0.90 40.00 A 6.00 A 4.00 A 4.00 A 4.00 A 6.00 A 6.00 A	0.70 3.00 5.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 3.80 4.40 4.00 3.50 2.90 4.40 0.70 4.30
BElama Baughter of Mital Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Kejal Leonardo da Vinci Minuet Mr. Garak Naomi Wildman Olarra Olarra Pralor Warship	R R U R R U R U R C R C R C R C R C R C	1.00 9.80 1.00 7.50 1.00 7.50 1.00 49.25 1.00 9.60 5.30 6.90 6.30 6.90 7.50 1.00 7.50 1.00	0.90 4.00 \$\times 6.00 \$\times 0.90 8.00 \$\times 5.50 \$\times 6.90 40.00 \$\times 6.	0.70 3.00 5.00 0.70 4.50 0.70 22.00 0.70 5.00 3.80 4.40 4.00 3.50 2.90 4.40 0.70 4.30 2.80 0.60
BElama Baughter of Mial Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Tińckery Dixon Hill Ekoor Ezri Dax Iden Iden Kejal Leonardo da Vinci Minuet Mr. Garak Naomi Wildman Olarra Orbital Bombardment Prafor Warship Professor Honey Bare	R R U R R U R U R C R C R C R C R C R C	1.00 9.80 1.00 1.00 7.50 1.00 49.25 1.00 9.60 6.30 6.90 6.30 6.00 4.30 7.50 1.00 5.30 6.00 6.30 6.00 6.30 6.00 6.30 6.00 6.30	0.90 4.00 \$\times 6.00 \$\times 0.90 8.00 \$\times 5.50 \$\times 0.90 0.90 4.00 \$\times 6.00 \$\times 4.00 \$\times 6.00 \$\time	0.70 3.00 5.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 4.40 4.00 3.50 2.90 4.40 0.70 4.30 2.90 4.30
BElama Baughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden Iden Iden Mirauel Leonardo da Vinci Minuel Mr. Garak Naomi Wildman Olorital Bombardment Pralor Warship Professor Honey Bare Professor Moriary	R # U # # U B U # # # # # # R R B U # R U # # U	1.00 9.80 1.00 1.00 7.50 1.00 49.25 1.00 9.60 6.30 6.00 4.30 7.50 1.00 5.30 6.00 4.30 7.50	0.90 4.00 \(\text{\te\tinte\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\texit{\text{\texi{\text{\texi{\texi\texi{\text{\texi}\tint{\text{\texit{\text{\text{\text{\texi}\text{\texit{\text{\texi	0.70 3.00 0.70 4.50 4.50 0.70 22.00 0.70 5.00 3.80 4.40 0.70 4.30 2.80 0.70 4.40 0.70 4.30 4.40 0.70 4.40 0.70 4.30 4.40 0.70
BElama Baughter of Mial Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Tińckery Dixon Hill Ekoor Ezri Dax Iden Iden Kejal Leonardo da Vinci Minuet Mr. Garak Naomi Wildman Olarra Orbital Bombardment Prafor Warship Professor Honey Bare	R R U R R U R U R C R C R C R C R C R C	1.00 9.80 1.00 1.00 7.50 1.00 49.25 1.00 9.60 6.30 6.90 6.30 6.00 4.30 7.50 1.00 5.30 6.00 6.30 6.00 6.30 6.00 6.30 6.00 6.30	0.90 4.00 \$\times 6.00 \$\times 0.90 8.00 \$\times 5.50 \$\times 0.90 0.90 4.00 \$\times 6.00 \$\times 4.00 \$\times 6.00 \$\time	0.70 3.00 5.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 4.40 4.00 3.50 2.90 4.40 0.70 4.30 2.90 4.30
BElama Baughter of Mital Synars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden Kejal Leonardo da Vinci Minuet Mr. Garak Naomi Wildman Olarra Orbital Bombardment Pralor Warship Professor Honey Bare Professor Moriarty Regina Barthalomew Sataris Robot Secret Agent Julian Bashir Robot	R # U # # U B U # # # # # R R # U # R U # # U U # # U B # E U	1.00 9.80 1.00 7.50 1.00 49.25 1.00 9.60 6.30 6.30 6.00 4.30 7.50 1.00 5.30 7.10 5.30 7.00 1.00 9.60	0.90 4.00 A 6.00 A 0.90 6.00 A 0.90 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 6.00 A 0.90 A 0.90	0.70 5.00 0.70 4.50 4.30 0.70 22.00 5.00 3.80 4.40 0.70 4.30 0.70 4.30 0.70 4.40 0.70 4.30 0.60 4.40 0.70 5.80 0.60 4.30 0.70 5.80 0.70 5.80 0.70 5.80 0.70 5.80 0.70 5.80 0.70 5.80 0.70 5.80 0.70 5.80 0.70 5.80 0.70 5.80 0.70 5.80 0.70 5.80 0.70 5.80 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0
BElama Baughter of Mital Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Kejal Leonardo da Vinci Minuet Mr. Garak Naomi Wildman Olarra Orbital Bombardment Pralor Warship Professor Honey Bare Professor Moniarly Regina Barhalomew Satan's Robot Secret Agert Julian Bashir Shenff Worf	R # U # # U B U # # # # # # R R # U # R U # # U U H # # U D # # # #	1.00 5.00 9.80 1.00 7.50 1.00 49.25 1.00 6.90 6.30 6.90 7.50 1.00 7.10 5.00 7.10 5.00 7.10 5.00 7.10 6.00 7.50 6.00 7.50 6.00 7.50 6.00 7.50 7.50 7.50 7.50 7.10 7.50	0.90 4.00 A 6.09 A 8.00 A 5.50 A 0.90 0.90 5.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 0.90 6.00 A 0.90 6.00 A 0.90 6.00 A 0.90 6.00 A 0.90 6.00 A	0.70 3.00 0.70 4.50 4.30 0.70 22.00 20.70 5.00 3.80 4.40 4.40 4.30 2.90 4.40 4.00 0.60 4.30 0.60 0.70 0.70 0.70 0.70
BElama Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Tickery Dixon Hill Ekoor Ezri Dax Iden Iden Kejal Leonardo da Vinci Minuet Minuet Minuet Maroni Wildman Olarra Orbital Bombardment Pralor Warship Professor Honey Bare Professor Moriarty Regina Barthalomew Sataris Robot Scrett Agert Julian Bashir Sheriff Worf Sherlock Holmes	R # U # # U B U # # # # # # R R # U # R U # # U U # # # #	1.00 5.00 9.80 1.00 7.50 1.00 49.25 1.00 6.30 6.90 6.30 7.50 1.00 7.10 5.30 7.50 1.00 7.10 5.30 7.50 1.00 7.50 7.10 7.50	0.90 4.00 A 0.90 8.00 A 5.50 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 4.00 A 6.00 A 0.90	0.70 3.00 5.00 0.70 4.50 4.30 0.70 5.00 3.80 4.40 3.50 2.90 4.40 0.60 4.30 2.90 0.70 5.00 3.80 0.70 0.70 4.30 0.70
BElama Baughter of Mital Synars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden Kejal Leonardo da Vinci Minuet Mr. Garak Naomi Wildman Olarra Orbital Bombardment Pralor Warship Professor Honey Bare Professor Moriarty Regina Barthalomew Satan's Robot Sacret Agent Julian Bashir Sheriff Worf Sherlock Holmes Sigmund Freud	R # U # # U B U # # # # # # R R # U # R U # # U U H # # U D # # # #	1.00 5.00 9.80 1.00 7.50 1.00 49.25 1.00 9.60 5.30 6.90 6.30 7.50 1.00 5.30 7.50 1.00 5.30 7.50 1.00 5.30 6.90 6.90 6.90	0.90 4.00 A 0.90 8.00 A 0.90 4.00 A 0.90 4.00 A 4.00 A 5.00 A 6.00 A 4.00 A 6.00 A	0.70 3.00 0.70 4.50 0.70 4.50 0.70 0.70 5.00 4.40 0.70 4.30 4.40 0.70 4.30 4.40 0.70 0.70 5.00 4.30 4.30 4.30 4.30 4.30 5.00 5.00 5.00 5.00 5.00 5.00 5.00 5
BElama Daughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Tickery Dixon Hill Ekoor Ezri Dax Iden Iden Kejal Leonardo da Vinci Minuet Minuet Minuet Maroni Wildman Olarra Orbital Bombardment Pralor Warship Professor Honey Bare Professor Moriarty Regina Barthalomew Sataris Robot Scrett Agert Julian Bashir Sheriff Worf Sherlock Holmes	R # U # # U B U # # # # # # R # U # # U U # # # # R # R	1.00 5.00 1.00 7.50 1.00 7.50 1.00 9.60 6.30 6.90 6.30 7.50 1.00 7.10 7.10 1.00 7.10 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 9.60 9.60 9.60 9.60 9.60 9.60 9.6	0.90 4.00 A 0.90 8.00 A 0.90 4.00 A 0.90 4.00 A 4.00 A	0.70 3.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 0.70 5.00 4.40 0.70 2.80 0.60 4.30 0.70 0.70 0.70 0.70 4.30 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0
BElama Baughter of Mital Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden Kejal Leonardo da Vinci Minuet Mr. Garak Naomi Wildman Olarra Orbital Bombardment Pralor Warship Professor Honey Bare Professor Moriary Hagina Barthalomew Satan's Robot Secret Agent Julian Bashir Sheriff Worf Sheriock Holmes Sigmund Freud The E.C.H. The President of Earth Transwarp Hub	R # U # # U # # # # # # # # # # # U # # U #	1.00 5.00 1.00 7.50 1.00 49.25 1.00 9.60 6.30 6.90 7.50 1.00 7.50 1.00 7.50 1.00 9.60 1.00 7.50 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.90 4.00 A 6.00 A 0.90 8.00 A 40.00 A 40.00 A 5.00 A 4.00 A 6.00 A	0.70 3.00 0.70 4.50 0.70 4.30 0.70 22.00 0.70 3.80 4.40 3.50 2.90 4.40 0.70 4.30 4.00 0.70 4.30 4.40 4.50 4.50 4.50 4.50 4.50 4.50 4.5
BElama Baughter of Miral Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Tinckery Dixon Hill Ekoor Ezri Dax Iden Iden Iden Iden Iden Iden Iden Iden	R キリポポリのしょかがなななななななななななななななななななななない。	1.00 5.00 1.00 7.50 1.00 49.25 1.00 6.90 6.30 6.90 6.30 7.50 7.50 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 7.50 9.60 9.60 9.60 9.60 9.60 9.60 9.60 9.6	0.90 0.00 0.00 0.00 0.00 0.00 0.00 0.00 0.00 0.00 0.00	0.70 3.00 0.70 4.50 0.70 4.50 0.70 22.00 0.70 3.80 4.40 4.00 0.70 4.30 4.30 4.40 4.4
BElama Baughter of Mital Synars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden Iden Iden Iden Iden Iden Iden	R # U # # U B U # # # # # # # # # # # # #	1.00 5.00 1.00 7.50 1.00 49.25 1.00 49.25 1.00 6.90 6.30 6.90 4.30 7.50 1.00 1.00 1.00 1.00 1.00 4.30 7.50 1.00 1.00 4.30 7.50 1.00 1.00 4.30 7.50 1.00 1.00 4.30 7.50 1.00 1.00 4.30 7.50 7.50 7.50 7.50 7.50 7.50 7.50 7.5	0.90 4.00 A 6.00 A 0.90 8.00 A 40.00 A 40.00 A 5.00 A 4.00 A 6.00 A	0.70 3.00 0.70 4.50 0.70 4.50 0.70 22.00 0.70 3.80 4.40 4.00 0.70 4.30 4.30 4.40 4.4
BElama Daughter of Mital Synars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden Iden Iden Iden Iden Iden Iden	R # U # # U # # # B U # # # # # # # # # #	1.00 5.00 1.00 10.00 10.00 49.25 1.00 49.25 1.00 6.30 6.30 6.30 6.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.90 4.00 A 0.90 A 8.00 A 0.90 A 40.00 A 0.90 A 5.00 A 4.00 A 4.00 A 6.00 A 3.80 A 0.90 A 5.00 A 4.00 A 6.00 A	0.70 3.00 0.70 4.50 4.50 0.70 22.00 0.70 5.00 3.80 4.40 4.00 0.70 5.00 4.40 0.70 5.00 4.90 4.90 4.90 4.90 4.90 4.90 4.90 4
BElama Baughter of Mital Synars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden Iden Iden Iden Iden Iden Iden	R # U # # U # # # B U # # # # # # # # # #	1.00 5.00 1.00 10.00 10.00 49.25 1.00 49.25 1.00 6.30 6.30 6.30 6.30 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.90 4.00 A 0.90 A 8.00 A 0.90 A 40.00 A 0.90 A 5.00 A 4.00 A 4.00 A 6.00 A 3.80 A 0.90 A 5.00 A 4.00 A 6.00 A	0.70 3.00 0.70 4.50 4.50 0.70 22.00 0.70 5.00 0.70 5.00 0.70 5.00 0.70 4.40 4.00 0.70 0.70 0.70 0.70 0
BElama Baughter of Mital Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Earl Dax Iden Kejal Leonardo da Vinci Minuet Mr. Garak Naomi Wildman Olarra Orbital Bombardment Pralor Warship Professor Honey Bare Professor Moriary Regina Barthalomew Satan's Robot Secret Agert Julian Bashir Shenff Worf Sheriock Holmes Sigmund Freud Transwarp Hub Vic Fontaine Weiss The Motion Pictures St TMP Booster Box TMP Booster Box TMP Booster Box TMP Booster Box TMP Booster Box TMP Booster Box TMP Booster Box TMP Booster Box TMP Booster Box TMP Booster Box TMP Booster Pack	R # U # # U U U # # # # # R R # U # R U # # U U # # # R R # R R # # # B B B B B B B B B	1.00 5.00 9.80 1.00 10.00 49.25 1.00 9.60 6.30 6.90 6.30 7.50 1.00 5.30 7.50 1.00 9.60 7.50 1.00 9.60 1.00 9.60 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.90 0.90	0.70 3.00 0.70 4.50 4.50 0.70 0.70 0.70 0.70 0.70 4.40 0.70 4.40 0.70 4.30 0.60 4.30 4.40 0.70 0.70 0.70 0.70 0.70 0.70 0.7
BElama Daughter of Mial Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Tinckery Dixon Hill Ekoor Ezri Dax Iden Iden Iden Iden Iden Iden Iden Iden	R # U # # U S U # # # # # # R # U # R U # # U U # # # K R R # R R # # # # # # # # # # #	1.00 5.00 9.80 1.00 10.00 10.00 49.25 1.00 6.30 6.30 6.30 7.50 1.00 1.00 6.3	0.90 0.90 0.90 0.90 0.90 0.90 0.90 0.90	0.70 3.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 4.40 4.00 2.90 4.40 4.00 0.70 0.70 0.70 5.00 4.40 4.00 0.70 0.70 0.70 0.70 0.70 0
BElama Baughter of Mital Synars Data Transfer Captain Proton Chancellor Gowron Chula: Trickery Dixon Hill Ekoor Ezri Dax Iden Iden Iden Iden Iden Iden Iden Iden	RAUAACUSUCAACACACACACACACACACACACACACACAC	1.00 5.00 9.80 1.00 10.00 49.25 1.00 9.60 6.30 6.90 6.30 7.50 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	0.90 0.90 0.90 0.90 0.90 0.90 0.90 0.90	0.70 3.00 0.70 4.50 4.50 0.70 0.70 5.00 0.70 5.00 0.70 4.40 0.70 4.30 0.60 0.70 4.30 0.60 0.70 4.30 0.70 4.30 0.70 4.30 0.70 4.30 0.70 4.30 0.70 4.30 0.70 4.30 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0
BElama Daughter of Mial Bynars Data Transfer Captain Proton Chancellor Gowron Chula: Tinckery Dixon Hill Ekoor Ezri Dax Iden Iden Iden Iden Iden Iden Iden Iden	R # U # # U S U # # # # # # R # U # R U # # U U # # # K R R # R R # # # # # # # # # # #	1.00 5.00 9.80 1.00 7.50 1.00 49.25 1.00 9.60 6.30 6.90 6.30 7.50 1.00 1.00 7.50 1.00	0.90 0.90 0.90 0.90 0.90 0.90 0.90 0.90	0.70 3.00 0.70 4.50 4.30 0.70 22.00 0.70 5.00 4.40 4.00 2.90 4.40 4.00 0.70 0.70 0.70 5.00 4.40 4.00 0.70 0.70 0.70 0.70 0.70 0

SCRYE

R R	3.00	2.50	2.00	Ambassador Sarek Analyze Radiation	R+ C	8.00 0.25	8.00 0.25	7.50 0.10
ä	UPR	MED	LDW	Azetbur	U	1.00	1.00	0.80
1		22.50▲1		Brigadier Kerla Caithlin Dar	R U	4.00	4.00	4.00 0.80
	84.75 3.30	76.00▲ 3.00▲	68.00 2.70	Camp Khitomer	R	4.00	4.00	4.00
	5.50	5.00▲	4.00	Captain Kang	R+ R+	8.00 12.50	7.50 12.00	6.00
	3.00	3.00	3.00	Captain Spock Captain Styles	Ü	1.00	1.00	0.80
	0.80	0.50	0.50 0.10	Captain Sulu		10.00	8.00 4.00	8.00 4.00
	R UPR	MED	LOW	Carol Marcus Cetacean Institute	R C	0.25	0.25	0.10
R+ U	10.00	10.00▲	5.00 0.50	Ceti Eel	С	0.25	0.25	0.10
U	0.80	0.80	0.50	Chancellor Gorkon Ch'dak	R+ C	7.50 0.25	6.00 0.25	5.00 0.10
U R+	0.80	0.80 A 10.00 A	0.50 7.00	Clark Terrell	U	1.00	1.00	0.80
R	5.00	5.00	5.00	Collect Metaphasic Particles	U	1.00	1.00	0.80
R R+	5.00	4.00 10.00	4.00 5.00	Colonel Worf	R+	8.00	7.50	6.00
R+	10.00	10.00▲	5.00	Commander Chekov Commander Rand	R+ R	10.00	10.00	8.00 4.00
R+ R+	7.50 9.00	7.50A 8.00A	5.00 7.50	Commander Uhura	R+	8.00	8.00	7.00
Ü	0.80	0.80	0.50	David Marcus Demora Sulu	R U	4.00 1.00	4.00	4.00 0.80
R+ R+	6.50 6.00	6.00 A	4.00 6.00	Dmitri Valtane	U	1.00	1.00	0.80
R+	6.50	6.00▲	4.00	Dr. Chapel Dr. Gillian Taylor (Non)	R+ R+	8.00 7.50	7.50 6.00	6.00 5.00
R+	6.00	6.00	4.00	Dr. Gillian Taylor (Fed)	R+	7.50	7.00	6.00
R+ U	6.00	6.00 0.80	5.50 0.50	Dr. McCoy	R+ R+	12.50 6.00	12.00	10.00 6.00
R+	6.50	6.004	4.00	Dr. Tolian Soran Duj Saq	C	0.00	0.25	0.10
U R+	0.80	0.80▲	0.50 4.00	Engine Imbalance	U	1.00	1.00	1.00 4.00
R+	7.50	7.00▲	4.00	Ensign Tuvok Fal-tor-pan	R C	5.00 0.25	4.00 0.25	0.10
R+ U	6.00 0.80	6.00 0.80	6.00 0.50	Gallatin	R	4.00 7.50	4.00 7.00	4.00
R+	6.00	6.00	5.50	General Chang General Korrd	R+ U	1.00	1.00	6.00 0.80
U	0.80	0.804	0.50	George and Gracie	U	1.00	1.00	1.00
U	0.90	0.804	0.50	"God" H.M.S. Bounty (Fed)	R R+	4.00 7.50	4.00 6.00	4.00 5.00
R+ R+	6.00	6.00A	4.00 6.00	H.M.S. Bounty (Kln)	R+	7.50	6.00	6.00
U	0.80	0.804	0.50	Henreid Hero Worship	C R	0.25 4.00	0.25 4.00	0.10 3.00
R+ UR	6.00 47.00	6.00 35.00▲	5.50 25.00	I Do Not Take	U		1.00	1.00
R+	7.50	6.00	5.50	Orders From You! I Hate You	C	1.00 0.25	0.25	0.10
R+	0.80 15.00	0.80▲	0.50 7.00	I Just Love Scanning	R	4.00	4.00	3.00
				for Life-forms I.K.C. Amar	R	4.00 4.00	4.00	4.00
U R	0.80 5.00	0.80A 5.00A		I.K.C. Chontay	U	1.00	1.00	0.80 0.80
R+	6.00	6.00▲	4.00	I.K.C. K'elric I.K.C. Kla'Diyus	U R+	1.00	1.00 6.00	4.00
R+ R+	8.80	8.00 A 10.00 A	4.00 6.00	I.K.C. K't'inga	С	0.25	0.25	0.10
	11.00	7.50▲		Ilia	U	1.00	1.00	0.80 1.00
			4.00	Injector Assembly Une	U	1.00	1.00	1.00
R+	12.50	7.50▲	6.00	Injector Assembly One Insurrection	C	0.25	0.25	0.10
R+ \$ [1	12.50 40 card	7.50▲ s)	6.00	Insurrection Isolytic Burst	C			
R+ Set Box	12.50 40 card 187.50 85.00	7.50 A s) 185.00 A 75.00 A	6.00 172.50 67.50	Insurrection Isolytic Burst Isomagnetic Disintegrator J. T. Esteban	CUU	0.25 1.00 1.00 1.00	0.25 1.00 1.00 1.00	0.10 0.80 0.80 0.80
R+ Sti et	12.50 40 card 187.50 85.00 3.30	7.50 A 5) 185.00 A 75.00 A 3.30 A	6.00 172.50 67.50 3.00	Insurrection Isolytic Burst Isomagnetic Disintegrator	C U	0.25 1.00 1.00 1.00 0.25	0.25 1.00 1.00	0.10 0.80 0.80 0.80 0.10 35.00
R+ Set Box	12.50 40 card 187.50 85.00 (3.30 5.40 4.00	7.50 A 185.00 A 75.00 A 3.30 A 4.60 A 3.50 A	172.50 67.50 3.00 4.10 3.00	Insurrection Isolytic Burst Isomagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim	C U U U C UR	0.25 1.00 1.00 1.00 0.25 75.00 4.00	0.25 1.00 1.00 1.00 0.25 55.00 4.00	0.10 0.80 0.80 0.80 0.10 35.00 3.50
R+ Set Box	12.50 40 card 187.50 85.00 (3.30 5.40 4.00 0.90	7.50 A 5) 185.00 A 75.00 A 3.30 A 4.60 A 3.50 A 0.80	172.50 67.50 3.00 4.10 3.00 0.70	Insurrection Isolytic Burst Isomagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk	CUUUCUR	0.25 1.00 1.00 1.00 0.25 75.00	0.25 1.00 1.00 1.00 0.25 55.00	0.10 0.80 0.80 0.80 0.10 35.00
R+ Box Pack	12.50 40 card 187.50 85.00 (3.30 5.40 4.00 0.90 0.25 IR UPR	7.50 A 185.00 A 75.00 A 3.30 A 4.60 A 3.50 A 0.80 0.25	6.00 172.50 67.50 3.00 4.10 3.00 0.70 0.10 LOW	Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Onn Kamarag	CUUUCUR R+UU	0.25 1.00 1.00 1.00 0.25 75.00 4.00 7.50 1.00	0.25 1.00 1.00 0.25 55.00 4.00 6.00 1.00	0.10 0.80 0.80 0.10 35.00 3.50 4.00 0.80 0.80
R+ Set Box Pack	12.50 40 card 187.50 85.00 (3.30 5.40 4.00 0.90 0.25 LR UPR 5.00	7.50 A 185.00 A 75.00 A 3.30 A 4.60 A 3.50 A 0.80 0.25 MED 4.00 A	6.00 172.50 67.50 3.00 4.10 3.00 0.70 0.10 LOW 3.00	Insurrection Isolytic Burst Isomagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Onn	CUUUCUR R+U	0.25 1.00 1.00 0.25 75.00 4.00 7.50 1.00 0.25	0.25 1.00 1.00 0.25 55.00 4.00 6.00 1.00	0.10 0.80 0.80 0.80 0.10 35.00 3.50 4.00 0.80
R+ Box Pack R R+ I U	12.50 40 card 187.50 85.00 (3.30 5.40 4.00 0.90 0.25 1.00	7.50 A 185.00 A 75.00 A 3.30 A 4.60 A 3.50 A 0.80 0.25 MED 4.00 A 5.00 A 0.90	6.00 172.50 67.50 3.00 4.10 3.00 0.70 0.10 LOW 3.00 4.30 0.70	Insurrection Insurrection Isolytic Burst Isomagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Kamog Khan Klaa	CUUUCUR R+UUCR+U	0.25 1.00 1.00 0.25 75.00 4.00 7.50 1.00 0.25 12.00 1.00	0.25 1.00 1.00 0.25 55.00 4.00 6.00 1.00 0.25 8.00 1.00	0.10 0.80 0.80 0.10 35.00 3.50 4.00 0.80 0.10 8.00 0.80
R+ Sitiet Box Pack R+ R+	12.50 40 card 187.50 85.00 3.30 5.40 4.00 0.25 4.00 7.90 1.00 5.00	7.50 A 185.00 A 75.00 A 3.30 A 4.60 A 3.50 A 0.80 0.25 MED 4.00 A 5.00 A 0.90 4.00 A	6.00 172.50 67.50 3.00 4.10 3.00 0.70 0.10 LOW 3.00 4.30 0.70 3.00	Insurrection Isolytic Burst Isonganetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Karnog Khan	CUUUCUR R+UUCR+UCC	0.25 1.00 1.00 0.25 75.00 4.00 7.50 1.00 0.25 12.00 1.00 0.25 0.25	0.25 1.00 1.00 0.25 55.00 4.00 6.00 1.00 0.25 8.00 1.00 0.25 0.25	0.10 0.80 0.80 0.10 35.00 3.50 4.00 0.80 0.10 8.00 0.80 0.10 0.80 0.10
R+ S (1 Set Box Pack R R+ I U R I R+ U	12.50 40 card 187.50 85.00 3.30 5.40 4.00 0.25 R UPR 5.00 7.90 1.00 5.00 9.80 1.00	7.50 A S 185.00 A 75.00 A 3.30 A 4.60 A 3.50 A 0.80 0.25 MED 4.00 A 5.00 A 0.90 4.00 A	6.00 172.50 67.50 3.00 4.10 3.00 0.70 0.10 LOW 3.00 4.30 0.70 3.00 5.00 0.70	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Onn Kamarag Kamarag Karnog Khan Klaa Komal Korchoth	CUUUCUR R+UUC R+UCCU	0.25 1.00 1.00 0.25 75.00 4.00 7.50 1.00 0.25 12.00 1.00 0.25 0.25 1.00	0.25 1.00 1.00 0.25 55.00 4.00 6.00 1.00 0.25 8.00 1.00 0.25 0.25 1.00	0.10 0.80 0.80 0.10 35.00 3.50 4.00 0.80 0.10 8.00 0.80 0.10 0.80 0.10 0.80
R+ Set Box Pack R R+ I U R I R+ U R+	12.50 40 card 187.50 °85.00 (3.330 5.40 4.00 0.90 0.25 1.00 1.00 1.00 10.00	7.50 A 8185.00 A 75.00 A 3.30 A 4.60 A 3.50 A 0.25 MED 4.00 A 5.00 A 0.90 8.00 A	6.00 172.50 67.50 3.00 4.10 3.00 0.70 0.10 LOW 3.00 4.30 0.70 3.00 5.00 0.70 4.50	Insurrection Isolytic Burst Isonagnetic Disinlegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Onn Kamarag Karnog Khan Klaa Korchotth Koth	CUUUCUR R+UUCR+UCC	0.25 1.00 1.00 0.25 75.00 4.00 7.50 1.00 0.25 12.00 1.00 0.25 1.00 7.50	0.25 1.00 1.00 0.25 55.00 4.00 6.00 1.00 0.25 8.00 1.00 0.25 0.25 1.00 6.00 6.00	0.10 0.80 0.80 0.10 35.00 3.50 4.00 0.80 0.10 8.00 0.80 0.10 0.80 0.10
R+ Set Box Pack R+ U R+ V	12.50 40 card 187.50 · 85.00 (3.30 · 5.40 · 4.00 · 0.90 · 0.25 ·	7.50 A 8185.00 A 75.00 A 3.30 A 4.60 A 3.50 A 0.80 0.25 MED 4.00 A 5.00 A 0.90 4.00 A 0.90 5.50 A 0.90	6.00 172.50 67.50 3.00 4.10 3.00 0.70 0.10 LOW 3.00 4.30 0.70 3.00 5.00 0.70 4.50 4.30 0.70	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson Jacobson Jacobson John Harriman J'Onn Kamarag Khan Kamarag Khan Komal Korchoth Koth Krase Kronos One Kruge	CUUUCUR R+UUCR+UCCUR+R+R+	0.25 1.00 1.00 0.25 75.00 4.00 7.50 1.00 0.25 12.00 0.25 12.00 0.25 1.00 7.50 7.50 7.50	0.25 1.00 1.00 1.00 0.25 55.00 4.00 6.00 1.00 0.25 8.00 1.00 0.25 1.00 6.00 6.00 6.00	0.10 0.80 0.80 0.10 35.00 3.50 4.00 0.80 0.10 8.00 0.10 8.00 0.10 0.10 0.80 0.10 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00 0.10
R+ Set Box Pack R+ I U R+ U R+ U UR	12.50 40 card 187.50 85.00 3.30 5.40 4.00 0.90 7.90 1.00 5.00 9.80 1.00 10.00 49.25	7.50 A 85.00 A 75.00 A 3.30 A 4.60 A 3.50 A 0.80 5.00 A 0.90 4.00 A 5.50 A 0.90 4.00 A	6.00 172.50 67.50 3.00 4.10 3.00 0.70 0.10 LOW 3.00 4.30 0.70 3.00 5.00 0.70 4.30 0.70 4.30 0.70 4.30 0.70	Insurrection Insurrection Isolytic Burst Isomagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Kamnog Khan Klaa Komal - Kor'choth Koth Krase Kronos One	CUUUCUR R+UUC R+UCCUR+R+CU	0.25 1.00 1.00 0.25 75.00 1.00 0.25 12.00 1.00 0.25 12.00 7.50 7.50 7.50 7.50 0.25 1.00	0.25 1.00 1.00 0.25 55.00 4.00 6.00 1.00 0.25 8.00 1.00 0.25 1.00 6.00 6.00 6.00 6.00 6.00	0.10 0.80 0.80 0.80 0.10 35.00 3.50 4.00 0.80 0.10 8.00 0.10 8.00 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80
R+ UR+ UR+ R+ UR+ R+ UR	12.50 40 card 187.50 ° 85.00 (3.30 ° 5.40 0.90 ° 0.25 5.00 ° 7.90 1.00 ° 7.50 1.00 ° 7.50	7.50 A 75.00 A 3.30 A 4.60 A 3.50 A 0.25 MED 0.90 0.90 8.00 A 0.90 4.00 A 0.90 5.50 A 0.90 5.50 A	6.00 172.50 67.50 3.00 0.70 0.10 1.0W 3.00 4.30 0.70 3.00 5.00 0.70 4.50 4.30 0.70 4.50 4.30 0.70 4.5	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson Jacobson Jacobson John Harriman J'Onn Kamarag Khan Karnog Khan Korth Korth Koth Krase Kronos One Kruge Linguistic Legerdemair Liberia	CUUUCUR RHUUC RHUCCURH RHCUC	0.25 1.00 1.00 1.00 0.25 7.50 1.00 0.25 12.00 0.25 1.00 7.50 0.25 1.00 7.50 0.25 1.00 7.50 0.25	0.25 1.00 1.00 1.00 0.25 55.00 4.00 1.00 0.25 8.00 0.25 1.00 6.00 6.00 6.00 6.00 6.00 6.00	0.10 0.80 0.80 0.10 35.00 3.50 4.00 0.80 0.80 0.10 8.00 0.10 0.10 0.10 0.4.00 4.00 4.00 0.40 0.80 0.10 0.80 0.10 0.80 0.80 0.10 0.8
R+ Box Pack R+ U R+ UR R+ UR R+ R+	12.50 40 card 187.50 85.00 4.00 0.90 0.25 5.00 7.90 1.00 7.50 1.00 7.50 1.00 49.25 1.00 5.30	7.50 A 5 S 885.00 A 75.00 A 3.300 A 4.60 A 3.50 A 0.80 0.25 S MED 0.90 4.00 A 0.90 0.90 0.90 0.90 0.90 0.90 0.90 0.9	6.00 172.50 67.50 3.00 4.10 0.70 0.10 LOW 3.00 0.70 4.30 0.70 4.50 4.30 0.70 4.50 0.70 22.00 0.70 23.00 0.70 4.50 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harman J'Onn Kamarag Karnog Khan Komal Korchoth Koth Krase Kronos One Kruge Linguistic Legerdemair Libsria	CUUUCUR R+UUCHUCCUH R+CUCCU	0.25 1.00 1.00 0.25 75.00 4.00 7.50 1.00 0.25 12.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25	0.25 1.00 1.00 0.25 55.00 4.00 0.25 55.00 1.00 0.25 8.00 0.25 1.00 6.00 6.00 6.00 0.25 1.00 6.00 0.25 1.00 0.25 1.00 0.25	0.10 0.80 0.80 0.80 0.10 35.00 4.00 0.80 0.10 8.00 0.10 0.80 4.00 4.00 4.00 4.00 4.00 0.10 0.80 0.10 0.80 0.80 0.10
R+ Box Pack R+UR+ R+UR+ R+ R+ R+	12.50 40 card 187.50 card 85.00 0.90 0.90 0.90 0.90 0.90 0.90 0.90 1.00 7.90 1.00 1.00 49.25 1.00 9.60 6.30 6.30	7.50 A 85.00 A 75.00 A 3.30 A 4.60 A 3.50 A 0.80 0.25 5.00 A 0.90 4.00 A 0.90 4.00 A 0.90 4.00 A 0.90 4.00 A 0.90 4.00 A 0.90 5.50 A 0.90 4.00 A 0.90 5.50 A 0.90 6.00 A 0.90 6.00 A 0.90 6.00 A 0.90 6.00 A	6.00 172.50 67.50 3.00 4.10 3.00 0.70 0.70 3.00 4.30 0.70 3.00 4.30 0.70 3.00 2.00 0.70 4.50 4.30 0.70 5.00 3.80 0.70 5.00 4.40 4.40	Insurrection Insurrection Isolytic Burst Isonagnetic Disinlegrator J. T. Esteban Jacobson Jacobson Jacobson John Harriman J'Onn Kamarag Khan Karnag Khan Kornal Korchoth Koth Krase Kronos One Kruge Linguistic Legerdemair Liseria Lojur Lure of the Nexus Maltz Mark Tobiaston	CUUUCUR R+UUC R+UCCUR+R+CUCCUC	0.25 1.00 1.00 0.25 75.00 4.00 7.50 0.25 12.00 1.00 0.25 1.00 7.50 7.50 0.25 1.00 0.25 1.00 0.25 1.00 0.25	0.25 1.00 1.00 0.25 55.00 4.00 0.25 8.00 1.00 0.25 1.00 6.00 6.00 6.00 0.25 1.00 0.25	0.10 0.80 0.80 0.10 35.00 3.50 4.00 0.80 0.10 8.00 0.10
R+ Box Pack R+UR+ R+UR R+R+ R+R+ R+R+ R+R+	12.50 187.50 85.00 0.90 0.95 0.25 0.25 0.25 0.90 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 6.30 6.	7.50 A 8 185.00 A 8.185.00 A 3.30 A 4.60 A 3.50 A 0.80 0.80 0.80 6 0.90 4 0.00 A 6.00 A 0.90 0 5.50 A 4.00 A 6.00 A 4.00 A 6.00 A 4.00 A	6.00 172.50 67.50 3.00 4.10 3.00 0.70 0.10 1.0W 3.00 0.70 3.00 0.70 4.30 0.70 22.00 0.70 0.70 0.70 3.80 0.70 22.00 4.30 4.30 0.70 3.80 4.40 4.50 4.50 3.80 4.40 4.50 3.50	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Kamog Khan Klaa Komal - Kor'choth Koth Krase Kronos One Kruge Linguistic Legerdemair Liberia Lojur Lure of the Nexus Maltz	CUUUCKR KUUCKUCCUK KKCUCCUCUC	0.25 1.00 0.25 75.00 4.00 0.25 12.00 0.25 12.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25	0.25 1.00 0.25 55.00 4.00 0.25 55.00 1.00 0.25 8.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25	0.10 0.80 0.80 0.10 0.80 0.10 3.5.00 3.5.00 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10
R+ Box Pack R+ UR+ R+ URUR+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R	12.50 card 187.50 card 187.50 card 187.50 card 187.50 card 187.50 card 1.00	7.50 A 8.	6.00 167.50 3.00 4.10 0.70 0.10 1.00 4.30 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachin John Harriman J'Onn Kamarag Karnog Khan Klaa Komal - Kor'choth Koth Krase Kronos One Kruge Linguistic Legerdemair Li'seria Lojur Lure of the Nexus Maltz Mark Tobiaston Martia Mas'ud Mastwo Dugherty	CUUUCKR KUUCKUCCUK KKCUCCUCUCU	0.25 1.00 0.25 75.00 4.00 7.50 1.00 0.25 12.00 0.25 12.00 7.50 7.50 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 1.00 1.00 0.25 55.00 1.00 1.00 0.25 55.00 1.00 0.25 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25	0.10 0.80 0.80 0.10 0.80 0.80 0.10 0.80 0.8
R+ Box Pack R+ UR+ R+ URUR+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R	12.50 49 care 187.50 care 85.00 4.00 0.90 0.25 5.00 1.00 5.00 9.80 1.00 7.50 1.00 9.60 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6	7.50 A 8.00 A 3.30 A 4.60 A 3.50 A 6.00 A 5.00 A 5.00 A 5.00 A 5.00 A 6.00 A 6.00 A 6.00 A 6.00 A 6.00 A 6.00 A 6.00 A 6.00 A 6.00 A 6.00 A 6.00 A 6.00 A 6.00 A	6.00 172.50 67.50 67.50 67.50 0.10 0.70 0.10 0.70 0.300 4.30 0.70 4.30 0.70 4.50 0.70 22.00 0.70 3.80 4.40 0.70 22.00 4.50 4.40 0.70 22.00 0.70 0.70 0.70 0.70 0.70 0.	Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachirm John Harriman J'Ohn Kamarag Karnog Khan Kilaa Komal - Kor'choth Koth Krase Kronos One Kruge Linguistic Legerdemain Li'seria Lojur Lure of the Nexus Matz Mark Tobiaston Martia Mas'ud	CUUUCKR KUUCKUCCUK KKCUCCUCUCU	0.25 1.00 0.25 75,00 1.00 0.25 75,00 1.00 0.25 0.25 0.25 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 1.00 0.25 55.00 4.00 0.25 55.00 1.00 0.25 8.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25	0.10 0.80 0.80 0.10 0.80 0.10 3.5.00 3.5.00 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10
R+ Box Pack R R+ U R R+ URU R+R+ R R+ UR+R	12.50 49 187.50 85.00 0.25 88.00 0.25 88.00 0.25 1.00 1.00 1.00 1.00 1.00 49.25 1.00 9.60 6.30 6.30 6.00 7.50 1.00 7.50 1.00 7.50 1.00 7.50 1.00 7.50 1.00 7.50 1.00 7.50	7.50 A 185.00 A 185.00 A 3.30 A 4.60 A 3.30 A 4.60 A 5.00 A 5.00 A 6.00 A	6.00 172.50 67.50 3.00 4.10 3.00 0.70 1.0W 3.00 0.70 4.30 0.70 4.50 0.70 4.50 0.70 0.70 4.50 0.70 0.70 4.50 0.70 0.70 4.50 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Kamarag Kamarag Kamarag Kamarog Khan Klaa Komal Korchoth Koth Koth Krase Kronos One Kruge Linguistic Legerdemair Liseria Lojur Liseria Lojur Mark Tobiaston Martiz Mas'ud Mark Tobiaston Martia Mas'ud Matthew Dougherty M. Scott Nanclus No, Kirk The	CUUUCUR R+UUCR+UCCUR+R+CUCCUCUCUR+R	0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 1.00 0.25 55.00 4.00 0.25 8.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.10 0.80 0.80 0.80 0.10 35.00 3.50 4.00 0.80 0.80 0.80 0.80 0.80 0.10 0.10 0
R+ Box Pack R+ U R+ U UR U R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+	12.50 49 cool 187.50 (3.30 5.40 4.00 0.25 5.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	7.50 A 7.50 A 7.50 A 7.50 A 7.50 A 7.50 B	6.00 172.50 67.50 3.00 0.70 0.10 1.00 3.00 0.70 3.00 0.70 3.00 0.70 4.50 4.30 0.70 22.00 0.70 3.80 4.40 4.00 4.00 0.70 3.80 4.40 4.00 0.70 4.30 2.80	Insurrection Insurrection Isolytic Burst Isomagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Kamog Khan Klaa Komal - Kor'choth Koth Koth Koth Krase Kronos One Kruge Lifyeria Lifyeria Lifyeria Lojur Lure of the Nexus Maltz Lure of the Nexus Maltz Mark Tobiaston Martia Mas'ud Matthew Dougherty Mr. Scott Nanclus	CUUUCKR KUUCKUCUK KK KK CUCCUCUCUK	0.25 1.00 0.25 75,00 1.00 0.25 75,00 1.00 0.25 0.25 0.25 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 1.00 0.25 55.00 6.00 1.00 0.25 8.00 1.00 0.25 1.00 6.02 1.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.10 0.80 0.80 0.80 0.10 35.00 3.50 0.80 0.80 0.80 0.80 0.80 0.10 0.10 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.10 0.80 0.10 0.10 0.10 0.80 0.10 0.10 0.10 0.10 0.10 0.10 0.10 0.80 0.10 0.10 0.10 0.10 0.10 0.80 0.10 0.10 0.80 0.10 0.10 0.80 0.10 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.80 0.80 0.10 0.80 0.80 0.10 0.80 0.80 0.80 0.10 0.80
R+ Box R+ U R R+ U R R+ R+ R R R+ U R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+	12.50 40 cont 187.50 3.30 5.40 0.90 0.25 5.00 7.90 1.00 7.50 1.00 9.60 6.30 6.90 6.30 6.90 6.30 7.50 7.50 1.00 1.00 7.50 1.00	7.50 A 7.50 A 7.50 A 7.50 A 7.50 A 7.50 B	6.00 172.50 3.00 0.70 1.00 1.00 1.00 1.00 1.00 1.00 1	Insurrection Insurrection Isolytic Burst Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Karnog Khan Klaa Komal Korthoth Koth Krase Kronos One Kruge Linguistic Legerdemair Libsria Lojur Lure of the Nexus Maltz Mark Tobiaston Martia Mas'ud Matthew Dougherty Mr. Scott Nanclus No, Kirk The Game's Not Over Now Would Be A Good Time	CUUUCKR KUUCKUCCUK KKK CUCCUCUCUK R C U	0.25 1.00 0.25 75.00 4.00 7.50 4.00 7.50 1.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 1.00 1.00 0.25 55.00 4.00 1.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.10 0.80 0.80 0.10 35.00 0.80 0.80 0.80 0.10 35.00 0.80 0.10 0.1
R+ Box R+ U R R+ U R R+ R+ R R R+ U R+ R+ U R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+	12.50 40 cannot be seen a see	7.50 A 8.50 A 7.50 A 8.50 A	6.00 172.50 67.50 3.00 4.10 3.00 0.70 3.00 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Kamarag Kamarag Kamarag Kamarog Khan Koth Koth Koth Koth Koth Koth Koth Koth	CUUUCERREUUCEURERECUCCUCUERE C UCC	0.25 1.00 0.25 7.50 4.00 7.50 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 1.00 1.00 0.25 55.00 4.00 0.25 55.00 1.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.10 0.80 0.80 0.80 0.80 0.80 0.80 0.80
R+ Bet Bet R+ U R R+ U R+ R+ U R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+	12.50	7.50 A 8.50 A 7.50 A 8.50 A 7.50 C 8.50 A 8.	6.00 172.50 67.50 3.00 0.70 0.70 4.50 0.70 0.70 4.50 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Karnog Khan Klaa Komal Kor'choth Koth Krase Kronos One Kruge Linguistic Legerdemair Lijseria Lojur Lure of the Nexus Matz Mark Tobiaston Martia Mas'ud Matthew Dougherty Mr. Scott Nanolus No, Kirk The Game's Not Over Now Would Be A Good Time Observe Ritual Pa'rena	CUUUCBRAUUCATAAA	0.25 1.00 0.25 75.00 4.00 0.25 75.00 1.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 1.00 1.00 0.25 55.00 4.00 0.25 55.00 1.00 0.25 8.00 1.00 6.00 6.00 6.00 6.00 6.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.10 0.80 0.80 0.10 35.00 0.80 0.80 0.80 0.80 0.80 0.80 0.80
R+ SIGN R+ U R R+ U R+ R+ U R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+	12.50 85.00 (3.30 5.40 4.00 0.90 0.25 5.00 7.50 1.0	7.50 A 8.50 A 7.50 A 8.50 A 7.50 B 8.50 A	6.00 172.50 3.00 0.70 4.30 0.70 4.30 0.70 4.30 0.70 4.50 4.30 0.70 4.50 4.30 0.70 4.50 4.30 0.70 0.70 22.00 0.70 4.50 4.30 0.70 0.70 0.70 0.70 0.70 0.70 0.70	Insurrection Insurrection Isolytic Burst Isondagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Karnog Khan Koranog Khan Korinoth Koth Korb Krase Kronos One Kruge Linguistic Legerdemair Libsiria Lojur Libseria Lojur Libseria Lojur Mark Tobiaston Martia Mas'ud Matthew Dougherty Mr. Scott Nanclus No, Kirk The Game's Not Over Now Would Be A Good Time Observe Ritual Pa'rena Prefix Code Transmissio Rae'alin Regnor	CUUUCKR KUUCKUCCUKKKKCUCCUCUCUKR C UCCCCC	0.25 1.00 0.25 75.00 4.00 0.25 75.00 1.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 1.00 1.00 0.25 55.00 4.00 0.25 55.00 1.00 1.00 1.00 0.25 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.10 0.80 0.10 0.1
R+ U R+ U R + U R + R R R + U R R + U R R + R R R R	12.50 85.00 \$3.30 5.40 4.00 0.90 0.25 5.00 0.25 5.00 1.00 7.50 1.00 4.30 7.50 6.30 4.30 7.50 6.3	7.50 A 185.00 A 3.00 A 3.00 A 3.00 A 3.00 A 3.00 A 5.00 A 5.00 A 6.00 B 6.00	6.00 172.50 67.50 3.00 0.70 0.70 0.70 0.70 0.70 0.70 0.70 4.30 0.70 4.50 4.30 0.70 4.50 4.30 0.70 4.50 4.30 0.70 4.50 4.30 0.7	Insurrection Insurrection Isolytic Burst Isondgnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Kamarag Kamarag Kamarag Kamog Khan Klaa Komal - Korchoth Koth Krase Linguistic Legerdemair Liberia Lojur Lure of the Nexus Maltz Mark Tobiaston Martia Masud Matthew Dougherty Mr. Scott Nanclus No, Kirk The Game's Not Over Now Would Be A Good Time Observe Ritual Pa'rena Prefix Code Transmissio Rae'alin Regnor	CUUUCBRAUUCA DCCUAAAA CUCCUCUCUAAA C UCCCC	0.25 1.00 1.00 1.00 0.25 75.00 4.00 0.25 75.00 1.00 0.25 12.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 1.00 1.00 0.25 55.00 4.00 1.00 1.00 0.25 8.00 0.25 8.00 0.25 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.10 0.80 0.80 0.10 0.10 0.80 0.10 0.1
R+ U R+ U R+ U U U U H+ H+ R R+ U R+ H U U U H+ H+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+	12.50 85.00 (3.30 0.99.60 0.99 80 1.000 1.	7.50 A B B S O D A B B S O D A B D A	6.00 172.50 3.00 0.70 1.00 4.30 0.70 0.70 0.70 2.20 0.70 2.20 0.70 2.20 0.70 0.7	Insurrection Insurrection Isolytic Burst Isondagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Karnog Khan Koranog Khan Korinoth Koth Korb Krase Kronos One Kruge Linguistic Legerdemair Libsiria Lojur Libseria Lojur Libseria Lojur Mark Tobiaston Martia Mas'ud Matthew Dougherty Mr. Scott Nanclus No, Kirk The Game's Not Over Now Would Be A Good Time Observe Ritual Pa'rena Prefix Code Transmissio Rae'alin Regnor	CDDDCRRADDCAAAAACDCCDCDCDAAA C DCCCCC D	0.25 1.00 0.25 75.00 4.00 0.25 75.00 1.00 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.25 1.00 1.00 0.25 55.00 4.00 0.25 8.00 1.00 0.25 0.25 0.25 0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	0.10 0.80 0.80 0.80 0.80 0.80 0.80 0.80
R+ Box co	12.50 85.00 (3.30 0.090 0.090 0.025 5.00 1.000 1.000 1.000 5.30 6.90 1.000 5.30 6.90 1.000 5.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.90 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.3	7.50 A 8.50 A 7.50 A 8.50 A	6.00 67.50 3.00 0.70 0.10 4.30 0.70 0.70 0.70 0.70 0.70 4.30 0.70 4.30 0.70 4.30 0.70 4.30 0.70 4.30 0.70 0.70 4.30 0.70	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Karnog Khan Klaa Komal - Kor'choth Koth Krase Kronos One Kruge Linguistic Legerdemair Li'seria Lojur Lure of the Nexus Maltz Mark Tobiaston Martia Mas'ud Matthew Dougherty Mr. Scott Nanclus No, Kirk The Game's Not Over Now Would Be A Good Time Observe Ritual Pa'rena Prefix Code Transmission Rae'alin Regnor Release This Pain Revenge is a Dish Best Served Cold Riker Maneuver	CDUDCRRHUUCHEREEDCCDCDCDRR C DCCCCC DD	0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 0.80 0.80 0.10 35.00 0.10 0.80 0.10 0.80 0.10 0.80 0.10 0.1
R+ Bex R Bex R R+ U R+ U R+ R+ URU R+ R+ R+ R+ R+ R+ R+ URU R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+	12.50 85.00 (3.30) 0.25 5.40 (4.00) 0.25 5.00 (7.50) 1.00 (4.30) 7.50 (6.30) 6.30 (7.50) 6	7.50 A B B S O O A B B S O O A B B S O O A B S O O A B O O O O O O O O O O O O O O O O	6.00 172.50 67.50 3.00 1.070 0.10 0.70 0.10 0.70 0.	Insurrection Insurrection Isolytic Burst Isolytic Burst Isomagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Karnog Khan Klaa Komal Kor'choth Koth Krase Kronos One Kruge Linguistic Legerdemair Li'seria Lojur Lure of the Nexus Maltz Mark Tobiaston Martia Mas'ud Matthew Dougherty Mir. Scott Nanclus No, Kirk The Game's Not Over Now Would Be A Good Time Observe Ritual Pa'rena Pa'rena Regnor Release This Pain Regnor Release This Pain Regnor Release This Pain Regnor Release This Pain Respore Rest Served Cold		0.25 1.00 1.00 1.00 0.25 75.00 4.00 1.00 0.25 12.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 1.00 1.00 1.00 0.25 55.00 4.00 0.25 8.00 0.25 8.00 0.25 0.25 0.25 1.00 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 0.80 0.80 0.80 0.80 0.80 0.80 0.80
RH CHANGE	12.50 85.00 (3.30) 0.25 5.40 (4.00) 0.25 5.00 (7.50) 1.00 (4.30) 7.50 (6.30) 6.30 (7.50) 6	7.50 A B B S 0.0 A C 1.0	6.00 172.50 67.50 3.00 1.070 0.10 0.70 0.10 0.70 0.	Insurrection Insurrection Isolytic Burst Isondagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Karnog Khan Kiaa Komal - Kor'choth Koth Krase Kronos One Kruge Linguistic Legerdemair Li'seria Lojur Li'seria Lojur Mark Tobiaston Martia Mas'ud Matthew Dougherty Mr. Scott Nanclus Matty Mark Tobiaston Martia Mas'ud Matthew Dougherty Mr. Scott Nanclus Matty Mark Tobiaston Martia Mas'ud Matthew Dougherty Mr. Scott Non Kirk The Game's Not Over Now Would Be A Good Time Observe Ritual Pa'rena Prefix Code Transmissio Rae'alin Regnor Release This Pain Revenge is a Dish Best Served Cold Riker Maneuver Ru'afo Saawik Sam'po		0.25 1.00 0.25 75.00 4.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 12.00 0.25 10.00 10.0	0.25 1.00 1.00 1.00 0.25 55.00 4.00 0.25 8.00 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 0.80 0.10 0.1
RH CHANGE	12.50 85.00 0.95 6.00 0.25 5.00 0.95 6.00 4.00 1.00 1.00 1.00 1.00 1.00 1.00 1	7.50 A B B 5.00 A C S B B 5.00 A C S B B 5.00 A C S B B 5.00 A C S B B 5.00 A C S B B 5.00 A C S B B 5.00 A C S B B 5.00 A C S B 5.00 A	6.00 172.50 67.50 3.00 1.070 0.10 0.70 0.70 3.00 0.70 3.00 0.70 4.50 0.70 0.70 4.50 0.70 0.70 0.70 4.50 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Onn Kamarag Karnog Khan Kamarag Karnog Khan Kiaa Komal - Kor'choth Koth Koth Krase Kronos One Kruge Linguistic Legerdemair Li'seria Lojur Lure of the Nexus Maltz Mark Tobiaston Martia Mas'ud Matthew Dougherty Mr. Scott Nanclus No, Kirk The Game's Not Over Now Would Be A Good Time Observe Ritual Pa'ena Prefix Code Transmissio Rae'alin Regnor Release This Pain Revenge is a Dish Best Served Cold Riker Maneuver Ru'afo Saavik Sam'po Saard Sharic		0.25 1.00 1.00 1.00 0.25 75.00 4.00 1.00 0.25 12.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 1.00 1.00 1.00 0.25 55.00 4.00 0.25 8.00 0.25 8.00 0.25 0.25 0.25 1.00 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 0.80 0.80 0.80 0.80 0.80 0.80 0.80
R+UR+UR+UUU++++HRRRUH+HUUH+HRUUH+HRUUH+HRUUH+HRUUH+HRRRHUHHHRRRHHRRRHUHHHRUUH	12.50 85.00 (3.30 0.90 0.25 5.00 0.95 1.00 1.00 7.50 6.30 7.50 6.90 6.30 7.50 7.50 6.90 6.30 7.5	7.500A 185.00A 175.00A 3.30A 3.50A 3.50A 4.60A 3.50A 4.00A 5.00A 4.00A 6.00A 7.50A	6.00 172.50 3.00 1.070 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 4.50 0.70 0.70 0.70 0.70 0.70 0.70 0.70 0	Insurrection Insurrection Isolytic Burst Isonagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Ohn Kamarag Kamarag Kamog Khan Kibaa Komal Korchoth Koth Krase Kronos One Kruge Linguistic Legerdemair Liberia Lojur Liseria Lojur Mark Tobiaston Martia Mas'ud Matthew Dougherty Mr. Scott Nanclus No, Kirk The Game's Not Over Now Would Be A Good Time Observe Ritual Pa'rena Prefix Code Transmission Rae'alin Regnor Release This Pain Revenge is a Dish Best Served Cold Riker Maneuver Ru'afo Saawik Sam'po Sarod Sharic Smooth as an	CUUUCUR RHUUCHUCCUH RHRCUCCUCUCUHRR C UCCCCCC UURRCCCC	0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 1.00 0.25 5.00 4.00 0.25 5.00 4.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 0.80 0.10 0.1
R+ Side Boxos RC R+ U R R+ U R+ B+ URU UR+ R+ R+ R+ R+ R+ R+ R+ D+ R+ URU R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+ R+	12.50 85.00 (3.30) 85.00 (3.30) 0.90 (0.25 5.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	7.50 A B B 5.00 A C B B 185.00 A C B 185.00 A	6.00 172.50 67.50 3.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	Insurrection Insurrection Isolytic Burst Isondagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Onn Kamarag Karnog Khan Kiaa Komal - Kor'choth Koth Krase Kronos One Kruge Linguistic Legerdemair Li'seria Lojur Li'seria Lojur Mark Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Nanclus Maltz Mark Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Nanclus Malty Mark Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Nanclus Malty Mark Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Nanclus Malty Mr. Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Nanclus Malty Mr. Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Non, Kirk The Game's Not Over Now Would Be A Good Time Observe Ritual Pa'rena Prefix Code Transmission Rae'alin Regnor Release This Pain Revenge is a Dish Best Served Cold Riker Maneuver Ru'afo Saavik Sam'po Sarod Sharic Smooth as an Android's Botton?	CUUUCUR RHUUCHUCCUHHHRHCUCCUCUCUHR CUUCCCCCC UURRCCC UR	0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 1.00 1.00 1.00 0.25 55.00 4.00 0.25 55.00 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 0.80 0.10 0.1
RH STATE BOACH REAL OFFICE STATE STA	12.50 85.00 (3.30 0.90 0.25 5.40 4.00 0.25 5.00 7.50 0.90 1.00 10.00 7.50 1.00 6.30 6.30 6.30 6.30 6.30 7.50 6.30 6.30 6.30 6.30 6.30 6.30 6.30 6.3	7.50 A 185.00 A 3.00 A 3.00 A 3.00 A 3.00 A 5.00 A 5.00 A 5.00 A 6.00	6.00 172.50 67.50 3.00 0.70 0.70 0.70 0.70 0.70 0.70 0.7	Insurrection Insurrection Isolytic Burst Isonytic Burst Isonytic Burst Isonytic Burst Isonytic Burst Isonytic Burst Isonytic Insurance Isonytic Insurance Isonytic Insurance Isonytic Insurance Isonytic Insurance Insur	CUUUCURRHUUCHHRCUUCUUCUCUCURR C UCCCCCC UURRCCCC URC	0.25 1.00 1.00 0.25 75.00 4.00 0.25 1.00 0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 1.00 0.25 0.	0.10 0.80 0.10 0.1
RH STATE BOACH REAL OFFICE STATE STA	12.50 85.00 (3.30) 0.90 (0.90 90.00 1.00 9.60 7.50 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1	7.500 A 185.00 A 3.30 A 4.60 A 3.50 A 4.60 A 3.50 A 4.00 A 5.00 A 6.00 A	6.00 172.50 67.50 3.00 1.00 1.00 1.00 1.00 1.00 1.00 1.0	Insurrection Insurrection Isolytic Burst Isondagnetic Disintegrator J. T. Esteban Jacobson James T. Kirk Joachim John Harriman J'Onn Kamarag Karnog Khan Kiaa Komal - Kor'choth Koth Krase Kronos One Kruge Linguistic Legerdemair Li'seria Lojur Li'seria Lojur Mark Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Nanclus Maltz Mark Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Nanclus Malty Mark Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Nanclus Malty Mark Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Nanclus Malty Mr. Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Nanclus Malty Mr. Tobiaston Maria Mas'ud Matthew Dougherty Mr. Scott Non, Kirk The Game's Not Over Now Would Be A Good Time Observe Ritual Pa'rena Prefix Code Transmission Rae'alin Regnor Release This Pain Revenge is a Dish Best Served Cold Riker Maneuver Ru'afo Saavik Sam'po Sarod Sharic Smooth as an Android's Botton?	CUUUCUR RHUUC RUCCUH RHRCUUCCUCUCUR R CUUCCCCCC UURRCUCURCU	0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.25 1.00 0.25 0.25 0.25 0.25 0.25 0.25 0.25 0	0.10 0.80 0.10 0.1

Ambassador Sarek	R+ 8.00	8.00	7.50	Starship Enterprise	R+	12.00	8.00	6.00
Analyze Radiation	C 0.25	0.25	0.10	Starship Excelsion	R+	10.00	7.50	6.00
Azetbur	U 1.00	1.00	0.10	Subspace Shock Wave	C	0.25	0.25	0.10
	R 4.00	4.00	4.00	Sybok	Ü	1.00	1.00	1.00
Brigadier Kerla		1.00	0.80	Tahglio	C	0.25	0.25	0.10
Caithlin Dar	U 1.00					0.25	0.25	0.10
Camp Khitomer	R 4.00	4.00	4.00	Target Warp Field Coils	С	0.25	0.25	0.10
Captain Kang	R+ 8.00	7.50	6.00	The Discovery of	_		0.05	0.40
Captain Spock	R+ 12.50	12.00	10.00	Sha Ka Ree	C	0.25	0.25	0.10
Captain Styles	U 1.00	1.00	0.80	The Genesis Device	R	5.00	4.00	4.00
Captain Sulu	R+ 10.00	8.00	8.00	The Needs of the Many.		0.25	0.25	0.10
Carol Marcus	R 4.00	4.00	4.00	The Nexus	U	1.00	1.00	1.00
Cetacean Institute	C 0.25	0.25	0.10	The Whale Probe	R	4.00	4.00	4.00
Ceti Eel	C 0.25	0.25	0.10	T'Lar	U	1.00	1.00	0.80
Chancellor Gorkon	R+ 7.50	6.00	5.00	To Be Or Not To Be	U	1.00	1.00	1.00
Ch'dak	C 0.25	0.25	0.10	Torq	R	4.00	4.00	3.00
Clark Terrell	U 1.00	1.00	0.80	Transport Inhibitor	С	0.25	0.25	0.10
Collect Metaphasic				Transporter Drones	Ū	1.00	1.00	0.80
Particles	U 1.00	1.00	0.80	U.S.S. Enterprise-A	R+	10.00	10.00	8.00
Colonel Worf	R+ 8.00	7.50	6.00	U.S.S. Enterprise-B	Ü	1.00	1.00	1.00
Commander Chekov	R+ 10.00	10.00	8.00	U.S.S. Reliant (Non)	R+	8.00	7.50	6.00
Commander Rand	R 5.00	4.00	4.00	U.S.S. Reliant (Fed)	R+	7.50	7.00	6.00
Commander Uhura	R+ 8.00	8.00	7.00	Valeris	R	4.00	4.00	3.00
David Marcus	R 4.00	4.00	4.00	Valkris	U	1.00	1.00	0.80
	U 1.00	1.00	0.80	Valktis V'Ger	R	4.00	4.00	4.00
Demora Sulu	U 1.00	1.00	0.80		Ü	1.00	1.00	0.80
Dmitri Valtane				Vixis				
Dr. Chapel	R+ 8.00	7.50	6.00	Voight	C	0.25	0.25	0.10
Dr. Gillian Taylor (Non)		6.00	5.00	Wajahut	С	0.25	0.25	0.10
Dr. Gillian Taylor (Fed)	R+ 7.50	7.00	6.00	What Does God Need				
Dr. McCoy	R+ 12.50	12.00	10.00	With A Starship?	R	4.00	4.00	4.00
Dr. Tolian Soran	R+ 6.00	6.00	6.00	Willard Decker	R+	8.00	7.50	6.00
Duj Saq	C 0.25	0.25	0.10	Woteln	C	0.25	0.25	0.10
Engine Imbalance	U _ 1.00	1.00	1.00	Total	- 4	497.50	433.50	354.80
Ensign Tuvok	R 5.00	4.00	4.00					
Fal-tor-pan	C 0.25	0.25	0.10		J.	V-		
Calletin	D 4.00	4.00	4.00		- A			



Attack of the Clones Set 285.00 237.50 193.75

Attack of the Clones Set Attack/Clones Starter Box	. 1	23.75 1	37.50	193.75 102.50
Attack/Clones Booster Box	1		90.00	81.25
Attack/Clones Starter Dec			10.25	10.00
Attack/Clones Booster Pa	ick	3.30	3.10	3.00
Foil Card Multiplier		2.00	2.00	2.00
CARD NAME	RA	R UPR	MED	LOW
	R	4.00	4.00	3.00
	U	1.00	1.00	0.50
Anakin Skywalker (A)	R	8.00	5.30	5.00
	R U	8.50	5.00	5.00
Anakin Skywalker (D)	C	1.00 0.25	1.00	0.70 0.10
Anakin's Inspiration	U	1.00	1.00	0.50
Assassin Droid		1.00	1.00	0.00
	R	4.00	4.00	3.00
AT-TF Walker 23Y	U	1.00	1.00	0.70
	R	4.30	4.00	3.80
Attract Enemy Fire	U	1.00	1.00	0.50
	R	5.00	4.00	3.50
Battle Droid Squad	C· R	0.25	0.25	0.10 3.00
	n R	4.00 5.80	4.00 5.00	4.00
	C	0.25	0.25	0.10
C-3PO (A)	Ü	1.00	1.00	0.50
	Ř	4.10	4.00	4.00
Capture Obi-Wan	U	1.00	1.00	0.50
Chancellor Palpatine (A)		7.50	5.00	4.40
Chancellor's Guard Squad		0.25	0.25	0.10
	U	1.00	1.00	0.50
Cheat the Game	U	1.00	1.00	0.50
	R U	4.00	3.50 1.00	3.00 0.50
	R	4.60	4.00	3.00
	C	0.25	0.25	0.10
Clone Squad	C	0.25	0.25	0.10
Clone Warrior 4/163	U	1.00	1.00	0.50
	Ũ	1.00	1.00	0.50
	C	0.25	0.25	0.10
Commerce Guild Droid Platoon	U	1.00	1.00	0.50
Commerce Guild Starship		0.25	0.25	0.10
	Ŭ	1.00	1.00	0.50
Corellian Star Shuttle	C	0.25	0.25	0.10
Coruscant				
	U	1.00	1.00	0.50
	R	4.00	3.80	3.00
Dark Side's Command Dark Side's Compulsion	R	4.00	4.00	3.00
	U	1.00	1.00	0.70
Darth Sidious (A)	R	6.30	5.00	4.80
Darth Sidious (A) Darth Tyranus (A) Darth Tyranus (B) Darth Tyranus (C)	R	8.00	5.00	4.40
Darth Tyranus (B)	U	1.00	1.00	0.70
Darth Tyranus (C)	C	0.25	0.25	0.10
Departure time .	Ũ	1.00	1.00	0.70
	C	0.25	0.25	0.10
Destroyer Droid, P Series Destruction of Hope	R	1.00 4.10	1.00	0.70 3.00
	R	4.00	4.00	3.80
Dexter Jettster (A) Down in Flames	Ü	1.00	1.00	0.70
Droid Control Ship	Ū	1.00	1.00	0.50
Droid Starfighter DFS-4CT Droid Starfighter Squadron	C	0.25	0.25	0.10
Droid Starfighter Squadron	C	0.25	0.25	0.10 0.10 0.10
Droid Startighter Wing	Ü	0.25	0.25	0.10
Elan Sleazebaggano (A) Elite Jedi Squad	R C	4.10 0.25	4.00 0.25	3.40 0.10
Flying Geonosian Squad		0.25	0.25	0.10
Geonosian	•	0.23		
Defense Platform	C	0.25	0.25	0.10
			سمن	2:4
		4	12	13



Star Wars/Warhammer 40,000





Geonosian Fighter	C	0.25	0.25	0.10
Geonosian Guard	Ü	1.00	1.00	0.50
Geonosian Sentry	R	4.00	4.00	3.40
Geonosian Squad	Ċ	0.25	0.25	0.10
Geonosian Warrior	Ü	1.00		
			1.00	0.70
Go to the Temple	Ũ	1.00	1.00	0.50
Gozanti Cruiser	C	0.25	0.25	0.10
Hatch a Clone	C	0.25	0.25	0.10
Hero's Dodge	С	0.25	0.25	0.10
Hero's Duty	R	4.00	4.00	3.00
Hero's Flaw	R	4.00	3.80	3.00
High-Force Dodge	C	0.25	0.25	0.10
Hyperdrive Ring	C	0.25	0.25	0.10
Infantry Battle Droid,	-			
B1 Series	U	1.00	1.00	0.70
Interference in the Senate		4.00	4.00	3.00
InterGalactic Banking	• •	4.00	4.00	0.00
Clan Starship	С	0.25	0.25	0.10
Jango Fett (A)	Ř	9.80	5.50	4.80
Jango Fett (B)	R	7.50	5.00	4.00
Jango Fett (C)	Ü	1.30		
	C		1.00	0.70
Jango Fett (D)		0.25	0.25	0.10
Jar Jar Binks (A)	R	5.00	4.00	3.80
Jawa Sandcrawler	U	1.00	1.00	0.50
Jedi Call for Help	R	4.10	4.00	3.80
Jedi Council Summons	R	4.00	4.00	3.80
Jedi Knight's Deflection	R	4.00	3.80	3.00
Jedi Patrol	U	1.00	1.00	0.50
Jedi Starfighter 3R3	C	0.25	0.25	0.10
Kaminoan Guard	U	1.00	1.00	0.70
Kit Fisto (A)	U	1.00	1.00	0.70
Knockdown	C	0.25	0.25	0.10
Lama Su ⁻ (A)	Ř	4.10	4.00	3.40
Lost in the Asteroids	C	0.25	0.25	0.10
Lull in the Fighting	Č	0.25	0.25	0.10
Luxury Airspeeder	Ü	1.00	1.00	0.70
Master and Apprentice	Ü	1.00	1.00	0.70
Mending	C	0.25	0.25	0.10
N-1 Starfighter	C	0.25	0.25	0.10
Naboo Cruiser	Č	0.25	0.25	0.10
Naboo Ordiser Naboo Defense Station	R	4.00	4.00	3.00
Naboo Royal Starship	C.	0.25	0.25	
	U.			0.10
Naboo Security Guard Naboo Senatorial Escort		1.00	1.00	0.50
			0.25	0.10
Naboo Spaceport	U	1.00	1.00	0.50
Naboo Starfighter	_	0.05	0.05	0.15
Squadron	C	0.25	0.25	0.10
Nexu	U	1.00	1.00	0.70

Naboo Royal Starship	C	0.25	0.25	0.10
Naboo Security Guard	Ü	1.00	1.00	0.10
Naboo Senatorial Escon		0.25	0.25	0.10
Naboo Spaceport	Ü	1.00	1.00	0.10
Naboo Starfighter	U	1.00	1.00	0.50
	^	0.05	0.05	0.10
Squadron	C	0.25	0.25	0.10
Nexu	U	1.00	1.00	0.70
Nute Gunray (A)	U	1.00	1.00	0.50
Obi-Wan Kenobi (A)	R	8.00	5.50	5.00
Obi-Wan Kenobi (B)	U	1.30	1.00	0.70
Obi-Wan Kenobi (C)	С	0.25	0.25	0.10
Obi-Wan's Starfighter (A)	R	6.00	5.00	4.00
Order Here	R	4.00	3.50	3.00
Padawan's Deflection	C	0.25	0.25	0.10
Padmé Amidala (A)	R	5.30	5.00	4.40
Padmé Amidala (B)	R	5.00	4.50	4.00
Padmé Amidala (C)	U	1.00	1.00	0.70
Padmé Amidala (D)	C	0.25	0.25	0.10
Padmé's Yacht (À)	R	4.00	4.00	3.80
Patrol Speeder	C	0.25	0.25	0.10
Peace on Naboo	Č	0.25	0.25	0.10
Pilot's Dodge	Č	0.25	0.25	0.10
Plo Koon (A)	Ř	4.60	4.00	3.80
Plot the Secession	R	4.00	4.00	3.00
Poggle the Lesser (A)	Ü	1.00	1.00	0.50
Power Dive	Ř	4.00	3.80	3.40
Queen Jamillia (A)	R	4.30	4.00	4.00
R2-D2 (A)	R	5.00	5.00	3.90
Recon Speeder	Ü	1.00		0.50
Reek	U		1.00	0.50
	U	1.00	1.00	
Republic Assault Ship	U	1.00	1.00	0.70
Republic Attack	0	0.05	0.05	0.40
Gunship UH-478	C	0.25	0.25	0.10
Republic Cruiser	C	0.25	0.25	0.10
Repulsorlift Malfunction		0.25	0.25	0.10
Return to Spaceport	C	0.25	0.25	0.10
Rickshaw	C	0.25	0.25	0.10
San Hill (A)	Ū	1.00	1.00	0.50
Second Effort	R	4.00	3.80	3.00
Seek the Council's Wisdom	R	4.10	4.00	3.00
Shaak Ti (A)	U	1.00	1.00	0.70
Ship Arrival	U	1.00	1.00	0.50
Shu Mai (A)	U	1.00	1.00	0.50
Slave I (A)	R	6.50	5.80	4.00
	С	0.25	0.25	0.10
Sonic Shockwave	C '	0.25	0.25	0.10
4 . 4				

			1777	
Speeder Bike Squadron	C	0.25	0.25	0.10
Spirit of the Fallen	Ř	4.00	4.00	3.60
Splinter the Republic	Ü	1.00	1.00	0.70
Starship Refit	Č	0.25	0.25	0.10
Strength of Hate	Ŭ	1.00	1.00	0.70
Subtle Assassination	Ü	1.00	1.00	0.70
Super Battle Droid 8EX	Ü	1.00	1.00	0.50
Surge of Power	Č	0.25	0.25	0.10
Swoop Bike	Č	0.25	0.25	0.10
Take the Initiative	Č	0.25	0.25	0.10
Target Locked	Č	0.25	0.25	0.10
Target the Senator	R	4.30	3.90	3.40
Taun We (A)	R			
	C	4.00 0.25	4.00	3.00
Taylander Shuttle			0.25	0.10
Techno Union Starship	C	0.25	0.25	0.10
Trade Federation Battleship	U	1.00	1.00	0.70
Trade Federation	_			
Battleship Core	R	4.00	4.00	3.00
Trade Federation C-9979	U	1.00	1.00	0.50
Trade Federation				
War Freighter	С	0.25	0.25	0.10
Tyranus's Edict	R	4.30	4.00	3.40
Tyranus's Geonosian				
Speeder (A)	R	4.00	4.00	3.80
Tyranus's Gift	U	1.00	1.00	0.70
Tyranus's Solar Sailer (A)	R	5.00	4.30	3.80
Tyranus's Wrath	R	4.30	4.00	3.80
Underworld Connections	U	1.00	1.00	0.70
Walking Droid Fighter	C	0.25	0.25	0.10
War Will Follow	R	4.00	3.60	3.00
Ward of the Jedi	R	4.00	3.80	3.40
Wat Tambor (A)	U	1.00	1.00	0.50
Watto (A)	U	1.00	1.00	0.50
Weapon Response	U	1.00	1.00	0.50
Wedding of Destiny	U	1.00	1.00	0.70
Windu's Solution	R	4.30	4.00	3.40
Yoda (A)	R	5.80	5.00	4.50
Yoda (B)	U	1.30	1.00	0.70
Yoda's Intervention	Ř	4.00	4.00	3.40
Zam Wesell (A)	R	5.00	4.30	3.80
Zam Wesell (B)	C	0.25	0.25	0.10
Zam's Airspeeder (A)	Ŭ	1.00	1.00	0.70
Total		366.50 3		

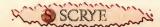
WARBHAMMER 40,000 236 Sortes		- SETAN			
WH40K Starter Box 95.00 95.00 95.00 WH40K Booster Box 90.00 90.00 90.00 WH40K Starter Deck 90.00 90.00 90.00 WH40K Starter Deck 90.00 9	WARHAMMER 40,000 (2	66	Cardsi		
WH40K Booster Box 85.00 85.00 85.00 WH40K Starter Deck 9.00 9.00 9.00 9.00 9.00 9.00 9.00 9.00 9.00 3.00 9.00 9.00 9.01 4.40 3.30V 3.00 9.00	Warhammer 40,000 Set		397.50	395.00	392.50
WH40K Starter Deck 9.00 9.00 9.00 WH40K Starter Deck 3.00 3.00 3.00 3.00 3.00 3.00 3.00 3.0					
WH4NOK Booster Pack 3,00					
CARD NAME RAR UPR MED LOW 5th Co. Standard Bearer R 4.10 3.50▼ 3.40 Abandoned Settlement C 0.20 0.15 0.10 Adepta Sororitas R 4.40 3.30▼ 3.00 Adepta Sororitas R 4.40 3.30▼ 3.00 Akhali R 4.10 3.00▼ 3.00 Aleathra C 0.20 0.15 0.10 Ard Boyz C 0.20 0.15 0.10 Ardean Raiders C 0.20 0.15 0.10 Ardean Raiders C 0.20 0.15 0.10 Arennis U 1.00 1.00 0.90 Arthedril U 1.00 1.00 0.90 Assumen F 5.60 3.30▼ 3.00 Assumen F 5.60 3.30▼ 3.00 Avennis U 1.00 1.00 0.90 Asthercion					
5th Co. Standard Bearer R 4.10 3.50* 3.40 Abandoned Settlement C. 0.20 0.15 0.10 Adepta Sororitas R 4.40 3.30* 3.00 Agemann's Bodyguard U 1.30 1.00 0.90 Akhall Al 10 3.30* 3.00 Akhall C 0.20 0.15 0.10 Apothecary Singa C 0.20 0.15 0.10 Ardean Raiders C 0.20 0.15 0.10 Ardeas Valley X 1.00 1.00 0.90 Arthedril U 1.00 1.00 0.90 Arthedril U 1.00 1.00 0.90 Assurt Drop Pods R 6.50 3.30* 3.00 Assurt Drop Pods R 6.50 3.30* 3.0 Abercion U 1.00 1.00 0.90 Athercion U 1.00 0.90 4.30 Bad Predator U					
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Barbed Wire C 0.20 0.15 0.10 Barbican Peaks X 1.00 1.08 0.80 Barbican Peaks X 1.00 0.10 0.10 Barbican Settlers C 0.20 0.15 0.10 Battle Wagon F 7.50 6.00 4.30 Big Wattz, Mekboss U 1.00 0.00 0.15 0.10 Blood Angels Terminators C 0.20 0.15 0.10 0.10 1.00 0.90 Blood Axe Boyz U 1.00 1.00 0.90 1.00 1.00 Blood thirster R 4.40 3.30*/y 3.00 3.00					
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Bloodthirster R 4.40 3.30 ▼ 3.00					
Boarboyz C 0.20 0.15 0.10					
	Boarboyz	C	0.20	0.15	0.10

				ng water in
Boss Snikrot	R	5.50	4.30▼	3.40
Boss Zagstruk	Ë	7.30	6.00	4.30
Bunker Complex	Ü	1.00	1.00	0.90
Burna Boyz	Ü	1.00	1.00	0.90
Captain Agemman	R	4.10	3.30 v 3.30 v	3.00
Captain Miller	R	3.90	3.30▼	3.00
Ceruithar	C	0.20	0.15	0.10
Chaos Bikers	C	0.20	0.15	0.10
Chaos Dreadnought	R	4.30	3.80▼	
Chaos Fleet	X	1.00	1.00▲	
Chaos Havocs	U	1.00	1.00	0.90
Chaos Land Raider	R	4.30	3.80▼	3.40
Chaos Obliterators	R	4.30	4.00	3.80
Chaos Predator	C	0.20	0.15	0.10
Chaos Predator Destructo Chaos Rhino	C	1.00 0.20	1.00	0.90
Chaos Space Marines	Č	0.20	0.15 0.15	0.10
Chaos Terminators	Ŭ	1.00	1.00	0.90
Chaos Thunderhawk	Ř	4.30	4.00	3.80
Chaos Veterans	R	4.30	4.00	3.80
Chaplain Darmus	Ü	1.00	1.00	0.90
Chaplain Narran	Č	0.20	0.15	0.10
Cobra	R	4.30	4.00	3.80
Codicier Xerid	U	1.00	1.00	0.90
Command Bunker	R	4.30	3.80▼	3.40
Command Rhino	R	4.30	3.80▼	3.40
Commander Reifenrath		7.50	6.00	4.30
Cordon Tham	U	1.00	1.00	0.90
Cultist Cabal	U	1.10	1.00	0.90
Da Redskull Kommando	s K Pr	5.80	4.80	4.10
Da Vulcha Boyz Daemon Prince	Pr R	4.80 3.90	4.50▲ 3.30▼	3.80
Daemonic Cavalry	U	1.00	1.00	0.90
Dakka Boyz	C	0.20	0.15	0.90
Death Company	Ř	4.10	3.30▼	3.00
Deathskull Boyz	C	0.20	0.15	0.10
Discs of Tzeentch	Č	0.20	0.15	0.10
Doomrider	F	7.00	6.00	4.30
Doomwing Fighters	Pr	4.80	4.50▲	3.80
Dreadnought	C	0.20	0.15	
Drop Pods	F	7.50	6.00	0.10 4.30
Drop Zone	U	1.00	1.00	0.90
Eldar Fleet	Χ	1.00	1.00▲	0.80
Eldrad Ulthran	R	3.90	3.30▼	3.00
Erebus, Chaos Lord	R	3.90	3.30▼	3.00
Erichnia Evil Supa Trukk Pova	C	0.20	0.15	0.10
Evil Sunz Trukk Boyz Fabius Bile	U Pr	1.00	1.00	0.90
Falcon	F	4.80 7.00	4.50▲ 6.00	3.80 4.30
Farseer Faeruithir	Ċ	0.20	0.15	0.10
Farseer Hilan	Ü	1.30	1.00	0.10
Fiends of Slaanesh	R	3.90	3.30	3.00
Fighta-Bommerz	R	4.10	3.30 v 3.30 v	3.00
Fire Base	C	0.20	0.15	0.10
Fire Prism	R	3.90	3.30▼	3.00
Flak Wagon	U	1.00	1.00	0.90
Flash Gitz	U	1.00	1.00	0.90
Force Field Generator	R	3.10	3.00	3.00
Freebootas	С	0.20	0.15	0.10
Fuegan	Pr	4.80	4.50▲	3.80
Furioso Dreadnought Ghazghkull Thraka	R Pr	3.90	3.30▼	3.00
Goff Boyz	U	4.80	4.50	3.80
Great Unclean One	R	1.00 4.40	1.00 3.30▼	0.90 3.00
Greel Shifta	C	0.20	0.15	0.10
Gretchin Mob	Ŭ	1.30	1.00	0.90
Grot Slaves	Ū	1.30	1.00	0.90
Heavy Bolter Attack Bik	esU	1.00	1.00	0.90
Heavy Bolter Razorback		1.00	1.00	0.90
Honor Guard	U	1.00	1.00	0.90
Imeniell	U	1.10	1.00	0.90
Inquisitor Eisenhorn	R	4.40	3.30▼	3.00
Jain Zar	U R	1.00	1.00	0.90
Jainan Jamming Station	K U	5.10	3.30	3.00
Jarchorra	C	0.20	1.00	0.90 0.10
Jed Kat Ulthan	R	3.60	3.30▼	3.00
Jetbike Squad Alaedron		3.60	3.30▼	3.00
Jetbike Squad Asurilyn	R	3.90	3.30▼	3.00
Jetbike Squad Bahrani	C	0.20	0.15	0.10
Jetbike Squad Erion	U	1.00	0.15	0.90
Juggernauts of Khorne	C	0.20 0.20	0.15 0.15	0.10 0.90 0.10
Karandras ,	C	0.20	0.15	0.10
Kaura Kaapar of Caarata	C	0.20	0.15	0.10
Keeper of Secrets	R	4.40	3.30	3.00
Khaelon Khainazahil	C	0.20	0.15 0.15	0.10 0.10
Kharn the Betrayer	R	4.40	3.30▼	3.00
Khorne Berzerkers	F	7.30	6.00	4.30
Khorne Bloodletters	U	1.00	1.00	0.90
Khorne Brass Scorpion Khorne Flesh Hounds	U	1.00	1.00	0.90
Khorne Flesh Hounds	U	1.00	1.00	0.90
Khorne Tower of Skulls	R	3.60	3.30	3.00
Killer Kanz	Ç	0.20	0.15	0.10
Kir-itz, Daemon Prince Kommandos	F U	7.30	6.00	4.30
Laminidias	C	1.00	1.00	0.90
Land Raider	F	7.50	0.15 6.00	0.10 4.30
Land Speeder	C	0.20	0.15	4.30 0.10
Land Speeder Tornado	Ŭ	1.00	1.00	0.90
Laoreth	Ř	3.90	1.00 3.30▼	3.00
Lascannon Razorback	U		1.00	0.90
Lexicanium Fulgarr	C	1.00 0.20	0.15	0.10
Lochesis	C	0.20	0.15	0.10
Lootas	R	3.60	3.30▼	3.00
Looted Land Raida	R	4.10	3.30▼	3.00
Looted Leman Russ Looted Rhino	R R	3.90 3.90	3.30▼	3.00
		11.770	U.0U 7	3.00
Lord of Change	R	4.40	3.50	3.40

Mayan Ra					
Maugannath					3.00
Mazerighters					
Maze Fighters			3.50		3.00
Mestopy Speedsta	Maze Fighters	C	0.20	0.15	0.10
Mekboyz				0.15	0.10
Milerie Bodyguard C Q.20 Q.15 Q.10 Mirefield W 1.00 1.00 0.90 Morecthion W 1.00 1.00 0.90 Morecthion W 1.00 1.00 0.90 Morecthion W 1.00 1.00 0.90 Morecthion W 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 4.10 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.30 3.00 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien R 3.90 3.50 3.40 Morien				0.15	
Minefield	Miller's Bodyguard	C			0.10
Moreathion		R	3.60	3.30▼	
Morgarn the Chosen					
Mollard une Urosser No. 200 1.00 3.50 3.40 Multi-Melta Attack Bikes C 0.20 0.15 0.10 0.00 0.00 Nethatail R 3.90 3.50 3.40 Nightwing Pr 4.80 4.50 3.80 0.90 Nolrak R 3.90 3.50 3.40 Nightwing Pr 4.80 4.50 3.80 0.90 Nolrak R 3.90 3.50 3.40 Nightwing R 3.90 3.50 3.40 Nightwing R 3.90 3.50 3.40 Nurgle Plague Engine U 1.00 1.00 0.90 Nurglings U 1.00 1.00 0.90 Niglings U 1.00 1.00 0.90 Niglings U 1.00				3.50	
Morlenn				3.50	
Nael	Morlenn	R	4.10	3.50	3.40
Methatil					
Nightwing					
Noise Marines					
Noise Marines				1.00	
Norlichen					0.10
Nurgle Plaque Bearers C 0.20					
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Predator Annihilator	Possessed Space Marines	U			0.90
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Stikk Bommas U 1,00 1,00 0,90 Stompa R 4,10 3,50 3,40 Stomm Boyz C 0,20 0,15 0,10 Support Battery C 0,20 0,15 0,10 Surveillance Station R 3,10 3,00 3,00 Tank Rustas C 0,20 0,15 0,10 1,00 Tach Marine Ephatis C 0,20 0,15 0,10 1,00					
Stompa					
Storm Boyc C 0.20 0.15 0.10	Stompa	R	4.10	3.50	3.40
Surveillance Station R 3.10 3.00 3.00 1.7 3.00 3.00 1.7 3.00 1.7 3.00 3.00 1.7 3.00 3.00 1.7 3.00 3.00 1.7 3.00 3.00 1.7 3.00 3.00 1.7 3.00 3.00 1.7 3.00 3.00 1.7 3.00 3.00 1.7 3.00 3.00 1.7 3.00 3.00 3.00 1.7 3.00 3.00 3.00 3.00 1.7 3.00	Storm Boyz	C		0.15	
Tank Bustas C 0.20 0.15 0.10 Tank Traps C 0.20 0.15 0.10 Tach Marine Ephatis C 0.20 0.15 0.10 Tech Marine Krey U 1.00 1.00 0.90 Tectonic Stabilizer N 1.00 1.00 3.00 The Black Maze X 1.00 1.00 9.00 The Cherm Bogs X 1.00 1.00 9.00 Thousand Sons R 3.90 3.50 3.40 Thunderhawk Gunship R 3.60 3.50 3.40 Traitor Space Marines U 1.00 1.00 9.00 Tiakh Boyz R 3.90 3.50 3.40 Tuathanni R 3.90 3.50 3.40 Tuathanni R 3.90 3.50 3.40 Tazentch Blue Horrors C 0.20 0.15 0.10 Tezentch Pink Horrors C 0.20 0.15 0.10 <td>Surveillance Station</td> <td></td> <td></td> <td></td> <td></td>	Surveillance Station				
Tank Traps C 0.20 0.15 0.10 Tech Marine Enhatis C 0.20 0.15 0.10 Tech Marine Krey U 1.00 1.00 0.90 Tectonic Stabilizer R 3.10 3.00 3.00 The Corupte U 1.00 1.004 0.80 The Black Maze X 1.00 1.004 0.80 The Corupted U 1.00 1.00 0.90 Thousand Sons R 3.90 3.50 3.40 Thunderhawk Gunship R 5.10 3.30* 3.00 Tik R 8.0 3.50 3.40 Trukk Boyz R 3.90 3.50 3.40 Tator Space Marines U 1.00 1.00 9.90 Tzeentch Blue Horrors C 0.20 0.15 0.10 Tzeentch Pink Horrors C 0.20 0.15 0.10 Tzeentch Pink Horrors C 0.20 0.15 0.10					0.10
Tech Marine Ephatis C 0.20 0.15 0.10 Tech Marine Krey U 1.00 1.00 0.90 Tectonic Stabilizer R 3.10 3.00 3.00 The Black Maze X 1.00 1.004 0.80 The Chem Bogs X 1.00 1.004 0.80 The Corrupted U 1.00 1.00 0.90 Thousand Sons R 3.90 3.50 3.40 Thudarhawk Gunship R 5.10 3.50 3.40 Traktor Space Marines U 1.00 1.00 0.90 Trukk Boyz R 3.90 3.50 3.40 Tutthanni R 3.90 3.50 3.40 Tutthanni R 3.90 3.50 3.40 Tutthanni R 3.90 3.50 3.40 Tuzeentch Blue Horrors C 0.20 0.15 0.10 Tzeentch Pink Horrors C 0.20 0.15	Tank Traps	С	0.20	0.15	0.10
Tectonic Stabilizer	Tech Marine Ephatis	С		0.15	0.10
The Black Maze X 1,00 1,00₄ 0,80 The Chem Bogs X 1,00 1,00₄ 0,80 The Chem Bogs X 1,00 1,00₄ 0,80 The Chem Bogs X 1,00 1,00₄ 0,80 The Chem Bogs X 1,00 1,00 0,90 Thousand Sons R 3,90 3,50 3,40 Traitor Space Marines U 1,00 1,00 0,90 Traitor Space Marines U 1,00 1,00 0,90 Tusk Bogy R 3,00 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,40 Tusthanni R 3,90 3,50 3,50 3,40 Tusthanni R 3,90 3,50 3,50 3,40 Tusthanni R 3,90 3,50 3,50 3,40 Tusthanni R 3,90 3,50 3,50 3,50 3,50 3,50 3,50 3,50 3,5					
The Chern Bogs X 1,00 1,004 0,80 The Corrupted U 1,00 1,00 0,90 Thousand Sons R 3,90 3,50 3,40 Thunderhawk Gunship R 5,10 3,30 3,0 0,00 Tik R R 6,0 3,50 3,40 Traitor Space Marines U 1,00 1,00 0,90 Trukk Boyz R 3,90 3,50 3,40 Traitor Space Marines C 0,20 0,15 0,10 Tzeentch Blue Horrors C 0,20 0,15 0,10 Tzeentch Pink Horrors C 0,20 0,15 0,10 Tzeentch Pink Horrors C 0,20 0,15 0,10 Tzeentch Pink Horrors C 0,20 0,15 0,10 Ultramarine Terminators U 1,00 0,90 Ultramarine Terminators U 1,00 0,90 Ultramarine Terminators U 1,00 0,90 Ultramarine Terminators U 1,00 0,90 Ultramarine Terminators U 1,00 0,90 Ultramarine Terminators U 1,00 0,90 Ultramarine Terminators U 1,00 0,90 Ultramarine Staffey R 4,10 3,50 3,40 0,90 Ultramarine Staffey R 4,10 3,50 3,40 0,90 Ultramarine Terminators U 1,00 0,90 Ultramarine Terminators U 1,00 0,90 Ultramarine Terminators U 1,00 0,90 Ultramarine Staffey R 4,10 0,90 Ultramarine Terminators U 1,00 0,					
Thousand Sons R 3,90 3,50 3,40 Thunderhawk Gunines R 3,60 3,50 3,40 Thunderhawk Gunines U 1,00 1,00 3,50 3,40 Traibro Space Marines U 1,00 1,00 3,50 3,40 Tuathanni R 3,90 3,50 3,40 Tuathanni R 3,90 3,50 3,40 Tuathanni R 3,90 3,50 3,40 Tuathanni R 3,90 3,50 3,40 Tuathanni R 3,90 3,50 3,40 Tuathanni R 3,90 3,50 3,40 Tuathanni C 0,20 0,15 0,10 1,00 1,00 0,15 0,10 1,00	The Chem Bogs	Χ	1.00	1.00▲	0.80
Thunderhawk Gunship R 5.10 3.30 3.00 3.				1.00	
Ik				3,30▼	
Traitor Space Marines U 1.00 1.00 3.90 Trukk Boyz R 3.90 3.50 3.40 Truthathanni R 3.90 3.50 3.40 Tzeentch Blue Horrors C 0.20 0.15 0.10 Tzeentch Pink Horrors C 0.20 0.15 0.10 Tzeentch Pink Horrors C 0.20 0.15 0.10 Ultramarine Terminators U 0.00 0.90 0.10 Ultramarine Terminators U 0.00 0.15 0.10 0.90 Vampire Raider R 4.10 3.50 3.40 1.00 0.90 Veteran Rapue Marines U 1.00 1.00 0.90 Veteran Raptors U 1.00 0.90 Veteran Raptors F 7.50 6.00 4.30 4.30 Vindicare Assassin Pr 4.80 4.50 3.80	Tik	R	3.60	3.50	
Tuathanni R 3.90 3.50 3.40 Tzeentch Blue Horrors C 0.20 0.15 0.10 0.10 Tzeentch Plink Horrors C 0.20 0.15 0.10 1.00	Traitor Space Marines		1.00	1.00	0.90
Tzeentch Blue Horrors C 0.20 0.15 0.10 Tzeentch Flamers C 0.20 0.15 0.10 Tzeentch Pink Horrors C 0.20 0.15 0.10 Ultramarine Terminators U 1.00 1.00 0.90 Underhive Gang C 0.20 0.15 0.10 Vampire Raider R 4.10 3.50 3.40 Veteran Plague Marines U 1.00 1.00 0.90 Veteran Raptors U 1.00 1.00 0.90 Veteran Skarboyz F 7.50 6.00 4.30 Vindicare Assassin Pr 4.80 4.50 3.80					
Tzeentch Flamers C 0.20 0.15 0.10 Tzeentch Pink Horrors C 0.20 0.15 0.10 Ultramarine Terminators U 1.00 1.00 0.90 Underhive Gang C 0.20 0.15 0.10 Vampire Raider R 4.10 3.50 3.40 Veteran Pague Marines U 1.10 1.00 0.90 Veteran Raptors U 1.00 1.00 4.90 Veteran Saksassir Pr 4.80 4.50 3.80 Vindicare Assassir Pr 4.80 4.50 3.80					
Tzeentch Pink Horrors C 0.20 0.15 0.10 Ultramarine Terminators U 0.00 1.00 0.90 0.90 Underhive Gang C 0.20 0.15 0.10 Vampire Raider R 4.10 3.50 3.40 Veteran Plague Marines U 1.00 1.00 0.90 Veteran Raptors U 1.00 1.00 9.00 Veteran Raptors F 7.50 6.00 4.30 Vindicare Assassin Pr 4.80 4.50a 3.80	Tzeentch Flamers	C	0.20	0.15	0.10
Underhive Gang C 0,20 0,15 0,10 Vampire Raider R 4,10 3,50 3,40 Veteran Plaque Marines U 1,10 1,00 0,90 Veteran Raptors U 1,00 1,00 0,90 Veteran Raptors F 7,50 6,00 4,30 Veteran Skarboyz F 7,50 6,00 4,30 Vindicare Assassin Pr 4,80 4,50a 3,80	Tzeentch Pink Horrors	C	0.20	0.15	0.10
Vampire Raider R 4.10 3.50 3.40 Veteran Plague Marines U 1.10 1.00 0.90 Veteran Raptors U 1.00 1.00 0.90 Veteran Skarboyz F 7.50 6.00 4.30 Vindicare Assassin Pr 4.80 4.50 3.80					0.90
Veteran Plague Marines U 1.10 1.00 0.90 Veteran Raptors U 1.00 1.00 0.90 Veteran Skarboyz F 7.50 6.00 4.30 Vindicare Assassin Pr 4.80 4.50	Vampire Raider			3.50	
Veteran Skarboyz F 7.50 6.00 4.30 Vindicare Assassin Pr 4.80 4.50▲ 3.80	Veteran Plague Marines	U	1.10		
Vindicare Assassin Pr 4.80 4.50 ▲ 3.80			1.00	1.00	0.90

.00	Vyper Squad Kahli	U	1.00	1.00	0.90
.90 .40	Vyper Squad Lorchal Vyper Squad Tueren	U R	1.00 3.60	1.00 3.50	0.90 3.40
.00	Vyridion, Plague Bringe	r C	0.20	0.15	0.10
.10 .10	Warbike Squad Warbuggy	C	0.20	0.15 0.15	0.10 0.10
.10	Warhound Titan	Pr	4.80	4.50	3.80
.10 .10	Warlord Ulk Bonesnappa Wartrak	R	3.90 3.90	3.50 3.50	3.40 3.40
.00	Wartrukk	R	3.90	3.50	3.40
.90 an	Wave Serpent Doril Wave Serpent Lapiel	U	1.00	1.00	0.90
.90 .40	Wave Serpent Yniere	C	1.00	0.15	0.10
.40 .40	Wazza Boyz Westle Black Blood	C	0.20	0.15	0.10
10	World Eaters		1.00	1.00	0.90
90	Space Marines Yaevin	C	0.20	0.15	0.10
80	Zaphiel	U	1.00	1.00	0.90
90 10	Total		545.40	473.30	415.30
90	COHONIS CAMPAIGN (2) Coronis Campaign Set		325.00	300.00	275.00
40 10	Coronis Starter Box		95.50	92.00	88.50
90	Coronis Booster Box Coronis Starter Deck		92.50	90.00	87.50 10.00
90 80	Coronis Booster Pack		3.20	3.20	3.10
00	CARD NAME Abandoned Mine	RA	0.90	0.80	0.60
80 00	Ahriman	Pr	5.50 0.25	5.00	3.50
10	Alaitoc Pathfinders Ammo Grotz	C	0.25 0.25	0.25	0.20
10 90	Ancient Ravener	C	0.25	0.25	0.20
10	Antitank Squad Arborealis	C	0.25	0.25	0.20
00 90	Armored Fist Squad	Ŕ	4.50	1.00 4.00	0.80 3.50
90	Ash Waste Asmodai	C R	0.25	0.25 4.00	0.20
10 90	Baneblade	R	4.50 4.50	4.00	3.50 3.50
10	Basilisk Berzerker Dreadnought	U	0.90	0.80	0.60
10 40	Biofex •	C	4.50 0.25	4.00 0.25	3.50 0.20
00	Biovore Blackblade's Patrol	U	0.90	0.80	0.60
40 10	Brother Skjald	Ü	0.90	0.80	0.60
10	Callidus Assassin	F	9.00	6.00	5.50
00 90	Capillary Towers Captain Sicarious	R	0.90 4.50	0.80 4.00	0.60 3.50
10	Carnifex Catachan Squad	U	0.90	0.80	0.60
90 00	Catalyst Zoanthrope	R	0.90 4.50	0.80 4.00	0.60 3.50
90	Cerebore Chaos Drop Pods	C	0.25	0.25	0.20
30 90	Chaos Fortress	U	0.25	0.25	0.20 0.60
90	Chem Waste Chimera	C	0.90	0.80	0.60
10 10	Colonel Grimm	R	0.25 4.50	0.25 4.00	0.20 3.50
10	Colonel Krone	C	0.25	0.25	0.20
90 40	Command Squad Commissar Christianis	C	0.25 0.25	0.25	0.20
90	Commissar Yarrick Communications Bunker	Pr	7.00	6.00	5.50
90 80	Cortex Leech	R	0.25 4.50	0.25 4.00	0.20 3.50
40	Court of the Young King Cult Terminators	F R	9.00 4.50	6.00	5.50 3.50
10 10	Cultist Coven	U	0.90	4.00 0.80	0.60
90	Dactylis D-Cannon Battery	R	4.50 0.25	4.00 0.25	3.50 0.20
90 90	Dead Zone	U	0.90	0.80	0.60
90	Death Koptas Deathgaunts	C	0.25 0.25	0.25	0.20
00 10	Deathspitting Ravener	C	0.25	0.25	0.20
90	Deathstrike Missile Launcher	R	4.50	4.00	3.50
00 10	Deathwing Terminators	C	0.25	0.25	0.20
10	Demolisher Devouring Ravener	R	4.50 0.25	4.00 0.25	3.50 0.20
90	Dominatrix	Pr	5.50	5.00	3.50
90 90	Earthshaker Platform Emperor's Children	R	4.50 0.25	4.00 0.25	3.50 0.20
40	Exocrine	R	4.50	4.00	3.50
10 10	Exterminator Farseer Illandra	U R	0.90 4.50	0.80 4.00	0.60 3.50
00	Feral Boar Boyz	U	0.90	0.80	0.60
10 10	Feral Orks Fire Support Squad	R C	4.50 0.25	4.00 0.25	3.50 0.20
10	Fuel Depot	Ŭ	0.90	0.80	0.60
90 00	Galomir - Black Guardian Defenders	С	0.25	0.25	0.20
30	Gantor Rough Riders	С	0.25	0.25	0.20
30 30	Gargoyles Genestealer Brood	C	0.25	0.25	0.20
10	Genestealers	C	0.25	0.25	0.20
00 10	Goff Nob Mob Griffon	R C	4.50 0.25	4.00 0.25	3.50 0.20
90	Grimmtoof	С	0.25	0.25	0.20
10 10	Grot Bomm Launcha Grot Riggers	C	0.90	0.80	0.60
10	Guntrukk	R	4.50	4.00	3.50
0	Hardened Veterans Harpies	C	0.25	0.25	0.20
90	Harridan	F	9.00	6.00	5.50 0.20
0	Haruspex Heirophant	C R	0.25 4.50	0.25 4.00	0.20 3.50
0	Hellgaunts	C	0.25	0.25	0.20
90 80		R X	4.50 1.00	4.00	3.50 0.80
0	Hive Tyrant	R U	4.50	4.00	3.50
10	Hormagaunts	J	0.90	0.80	0.60





Warhammer 40K/Warlord/WWF Raw Deal

	Ū	0.90	0.80	0.60	١.
	C	0.25	0.25	0.20	
Imperial Bunker	U	0.90	0.80	0.60	
Imperial Fortress Imperial Guard	R X	4.50 1.00	4.00	3.50 0.80	
Imperial Outpost	С	0.25	0.25	0.20	
	C	0.90	0.80 0.25	0.60 0.20	
	F	9.00	6.00	5.50	,
	R	4.50	4.00	3.50	,
	R U	4.50 0.90	4.00 0.80	3.50 0.60	
Legirion, Wild					
Leman Russ	R C	4.80 0.25	4.50 0.25	3.80 0.20	
Lictor	R	4.50	4.00	3.50	,
	U F	0.90 9.00	0.80	0.60 5.50	
Lord Solar Macharius	F	9.00	6.00	5.50	,
	X U	1.00	1.00	0.80 0.60	ľ
Manticore	U	0.90	0.80	0.60	
Marauder Bombers Master of the Ravenwing	R	4.50 4.80	4.00 4.50	3.50 3.80	
Maxmillian Weissemann	R	4 80	4.50	3.80	
	R	4.50 0.25	4.00	3.50 0.20	
	C R	4.50	0.25 4.00	3.50	
Molten River	C	0.25	0.25	0.20	
Mordian Iron Guard Morfildor - Black Guard-	U	0.90	0.80	0.60	
ian Storm Squad	C	0.25	0.25	0.20	
	CR	0.25 4.50	0.25 4.00	0.20 3.50	
Nautiloid	U	n on	0.80	0.60	
	F R	10.25 4.50	8.50▲ 4.00	6.80 3.50	
	Ü	0.90	0.80	0.60	
	R	4.50	4.00 0.25	3.50	
Nikolai Nitharad - Wild	С	0.25	0.25	0.20	
Rider Guardians	C	0.25	0.25	0.20	
	U R	4.80	0.80 4.50	0.60 3.80	
Nurgling Swarm	С	0.25	0.25	0.20	
	R Pr	4.50 5.50	4.00 5.00	3.50 5.00	
Ork Lobba	С	5.50 0.25	0.25	0.20	
	U Pr	0.90 5.50	0.80 5.00	0.60 3.50	
Penal Legion	U	0.90	0.80	0.60	
	U Pr	0.90 5.50	0.80 5.00	0.60 3.50	
Phoenix Bombers	R	4.50	4.00	3.50	
Pillbox Plague Marine	U	0.90	0.80	0.60	
Terminators	U	0.90	0.80	0.60	
	C	0.90	0.80	0.60 0.20	
Protean Guard	Ř	4.50	4.00	3.50	
Protogaunts	R U	4.50 0.90	4.00 0.80	3.50 0.60	
Pyrogaunts Ratling Snipers	U	0.90	0.80	0.60	
Ravaged Metropolis	R R	4.50	4.00	3.50	
Ravener Ravenwing Bike Squad	C	4.50 0.25	4.00 0.25	3.50 0.20	
Razorfex	C	0.25	0.25	0.20	
	Pr U	0.90	0.80	0.60	ŀ
Ripper Flood	С	0.25	0.25	0.20	
Ripper Swarm Rough Riders	C	0.90	0.80	0.60	
Salamander					
Command Vehicle Salamander	R	4.50	4.00	3.50	
Scout Vehicle	Ū	0.90	0.80	0.60	
Schaeffer's Last Chancers Scorcha	F R	9.00 4.50	6.00 4.00	5.50 3.50	
Scorpion Grav Tank	U	0.90	0.80	0.60	
Scythe Swarm Scythed Hierodule	U F	0.90 9.00	0.80 6.00	0.60 5.50	
Seer Council	U	0.90	0.80	0.60	
Sentinel Squadron	C R	0.25	0.25	0.20	
Seraphim Sergeant Adeon	n Pr	4.50 6.00	4.00 6.00	3.50 5.50	
Sgt "Blackblade" Wood Shadow Weaver Battery	R	4.80	4.50	3.80	
Shadowsword	R	0.90 4.50	0.80 4.00	0.60 3.50	
Sickle Swarm	С	0.25	0.25	0.20	
Slasher Swarm Space Wolf Exterminator	U	0.90	0.80	0.60	
Spore Chimney	U	0.90	0.80	0.60	
Spore Mines Squad Aegir	U	0.90	0.80	0.60	
Squad Heimdall	U	0.90	0.80	0.60	
Squad Mjolnir Squad Sleipnir	C	0.25	0.25	0.20	
Squad Thialfi	С	0.25	0.25	0.20	
Squad Wulfrik	C	0.25	0.25	0.20	
Steel Legion Platoon Support Thunderhawk	R	4.50	4.00	3.50	
Swarm Tyrant	R	4.50	4.00	3.50	
Tank Repair Facility Tar Pits	U R	0.90 4.50	0.80 4.00	0.60 3.50	
Tarantula Battery	U	0.90	0.80	0.60	
Termagants	U	U.40	U.40	U.4U	



Molten River	С	0.25	0.25	0.20				4. 6	Shi
Mordian Iron Guard	U	0.90	0.80	0.60	WARLORD (305)	UPR	MED	LOBBLE	Sigi
Morfildor - Black Guard	-				Mouleuri Cet				Sir
ian Storm Squad	C	0.25	0.25	0.20	Warlord Set		520.00 4		Slay
Mortar Squad	Č	0.25	0.25	0.20	Warlord Starter Box	101.50	90.25▼		
	R	4.50			Warlord Booster Box	106.50	99.00▼		Slay
Mycetic Spore			4.00	3.50	Warlord Starter Deck	10.00	9.80▲	9.40	Slo
Nautiloid	U	0.90	0.80	0.60	Warlord Booster Pack	2.80	2.80	2.70	Sm
Nemamiah	F	10.25	8.50▲	6.80	Rare card	4.00	3.00	3.00	Sor
Night Spinner	R	4.50	4.00	3.50					Sou
Nightgaunts	U	0.90	0.80	0.60	Uncommon card	0.50	0.50	0.50	Spe
Nightscourge	Ř	4.50	4.00	3.50	Common card	0.25	0.20	0.10	Stri
Nikolai	C	0.25	0.25	0.20	Fixed card (X)	4.00	3.80▲	3.00	
	U	0.23	0.23	0.20	CARD NAME	RAR UPR	MED	LOW	Sur
Nitharad - Wild	_	0.05	0.05	0.00	Alesandressa	R 5.00	5.00	4.00	Sur
Rider Guardians	C	0.25	0.25	0.20	Alia	U 0.80	0.80	0.50	Sw
Nobz Warbike Mob	U	0.90	0.80	0.60	Amulet of Illusion	R 4.00	4.00	3.00	Syn
Nork Deddog	R	4.80	4.50	3.80					Tea
Nurgling Swarm	C	0.25	0.25	0.20	Anandale's Armor	R 5.00	5.00	4.00	Tep
	Ř	4.50	4.00	3.50	Artheon	U 0.80	0.80	0.50	
Ogryns					Assassination	R 5.00	5.00	5.00	Tes
Old One Eye	Pr	5.50	5.00	5.00	Backstab	U 0.80	0.80	0.80	The
Ork Lobba	С	0.25	0.25	0.20	Balmtear's Potion	R 5.00	5.00	5.00	The
Ork Stronghold	U	0.90	0.80	0.60	Darieb the Meyerd	U 1.00	1.00	0.80	Thu
Orkimedes	Pr	5.50	5.00	3.50	Banish the Wound				Too
Penal Legion	U	0.90	0.80	0.60	Baqbou Umbala	U 0.80	0.80	0.50	Tor
	Ü				Battle Axe	U 0.80	0.80	0.50	
Penitorium		0.90	0.80	0.60	Below the Helm	U 0.80	0.80	0.50	Turi
Phantom Titan	Pr	5.50	5.00	3.50	Bloodstained Dagger	U 0.80	0.80	0.50	Uth
Phoenix Bombers	R	4.50	4.00	3.50		U 0.80	0.80		Uth
Pillbox	U	0.90	0.80	0.60	Bloodsteed			0.50	Vah
Plague Marine					Boots of Speed	Pre 5.00	5.00	4.80	Vala
Terminators	U	0.90	0.80	0.60	Bruin Lenoire	U 1.00	1.00	0.50	
					Bruntor's Helm	U 1.00	1.00	1.00	Var
Power Station	U	0.90	0.80	0.60	Catapult Crew	U 1.00	1.00	0.50	Wa
Prophestus Broodkin	С	0.25	0.25	0.20		R 5.00	4.00	3.00	Wa
Protean Guard	R	4.50	4.00	3.50	Chain Lightning				Wa
Protogaunts	R	4.50	4.00	3.50	Chain Mail	U 1.00	1.00	0.80	We
Pyrogaunts	U	0.90	0.80	0.60	Cleave	R 4.00	4.00	3.00	
	II	0.90	0.80	0.60	Cloak of Protection	Pre 5.00	5.00	5.00	Wy
Ratling Snipers	•				Cordeos	R 4.00	4.00	3.00	Yed
Ravaged Metropolis	R	4.50	4.00	3.50	Count Damien	R 5.00	5.00	3.00	ASS
Ravener	R	4.50	4.00	3.50	Critical Strike	U 1.00	1.00	1.00	
Ravenwing Bike Squad	C	0.25	0.25	0.20					Ass
Razorfex	C	0.25	0.25	0.20	Crown of Command	Pre 10.00	7.00	5.00	AS
Reaver Titan	Pr	5.50	5.00	3.50	Crushbone Mace	Pre 5.70	5.00	5.00	AS
Rico's Ratlings	Ü	0.90	0.80	0.60	Crystalsphere Staff	R 4.00	4.00	3.00	Rar
					Cure Lethal Wounds	R 5.00	4.00	3.00	Und
Ripper Flood	C	0.25	0.25	0.20	Cure Serious Wounds	U 0.80	0.80	0.50	Cor
Ripper Swarm	U	0.90	0.80	0.60	Dakat	U 0.80	0.80	0.50	
Rough Riders	C	0.25	0.25	0.20					CAI
Salamander					Demon of Kvar	R 6.00	6.00	4.00	Aci
Command Vehicle	R	4.50	4.00	3.50	Dispel Magic	U 0.80	0.80	0.50	Alh
	11	4.00	4.00	0.00	Divine Intervention	U 0.80	0.80	0.50	Am
Salamander	11	0.00	0.00	0.00	Dodge	U 0.80	0.80	0.50	Ant
Scout Vehicle	Ū	0.90	0.80	0.60	Duncan Kinslayer	R 5.00	5.00	3.00	Bar
Schaeffer's Last Chancers	s F	9.00	6.00	5.50		R 5.00	4.00	3.00	
Scorcha	R	4.50	4.00	3.50	Extentions				Beh
Scorpion Grav Tank	U	0.90	0.80	0.60	Fenris	R 4.00	4.00	3.00	Bla
Scythe Swarm	Ū	0.90	0.80	0.60	Final Stand	R 5.00	4.00	3.00	Bla
Scythed Hierodule	F	9.00	6.00	5.50	Flame Arrows	U 1.00	1.00	0.50	Bra
					Full Plate	R 5.00	5.00	3.00	Bre
Seer Council	Ũ	0.90	0.80	0.60	Gift From Above	U 0.80	0.80	0.50	Cor
Sentinel Squadron	C	0.25	0.25	0.20	Glyph of Fate	R 6.00	6.00	5.00	Dae
Seraphim	R	4.50	4.00	3.50			5.00	5.00	8
Sergeant Adeon	Pr	6.00	6.00	5.50	Glyph of Healing	Pre 6.00			Dog
Sgt "Blackblade" Wood	R	4.80	4.50	3.80	Gnorrow Yaw	X 4.00	4.00	4.00	Dra
Shadow Weaver Battery		0.90	0.80	0.60	Gorzhek	U 0.80	0.80	0.50	Duc
Shadowsword	R	4.50	4.00	3.50	Great Cleave	R 5.00	5.00	3.00	Fau
				0.00	Halberdier	U 0.80	0.80	0.50	Hav
Sickle Swarm	C	0.25	0.25	0.20	Hammer of Peronor	R 4.00	4.00	3.00	Hov
Slasher Swarm	U	0.90	0.80	0.60		U 1.00	1.00	0.50	
Space Wolf Exterminator	U	0.90	0.80	0.60	Hassimal				Kez
Spore Chimney	-11	0.90	0.80	0.60	Healing Potion	U 1.00	1.00	1.00	Ma
Spore Mines	Ŭ	0.90	0.80	0.60	Husuk	R 5.00	5.00	3.00	Nig
		0.90		0.60	Ice Bolt	U 0.80	0.80	0.50	Ora
Squad Aegir	U		0.80		If You Still Breathe	R 5.00	4.00	3.00	Poi
Squad Heimdall	U	0.90	0.80	0.60		Pre 10.00	7.00	5.00	
Squad Mjolnir	С	0.25	0.25	0.20	Imperial Amulet				Pre
Squad Sleipnir	C	0.25	0.25	0.20	Imperial Guard	U 1.00	1.00	0.50	Pris
Squad Thialfi	Č	0.25	0.25	0.20	Johan Halfblooded	R 6.00	6.00	5.00	Pro
Squad Wulfrik	Č	0.25	0.25	0.20	Kenia	U 0.80	0.80	0.50	Rad
	Ü	0.20			Kerebrus	R 5.00	5.00	3.00	Sau
Steel Legion Platoon			0.80	0.60	Keridwen	U 1.00	1.00	0.50	Sec
Support Thunderhawk	R	4.50	4.00	3.50		R 6.00	6.00	5.00	
Swarm Tyrant	R	4.50	4.00	3.50	King Xod				Ser
Tank Repair Facility	U	0.90	0.80	0.60	Knowledge	U 0.80	0.80	0.50	Shi
Tar Pits	Ř	4.50	4.00	3.50	Krun	X 5.00	4.80▼	4.00	Spe
Tarantula Battery	Ü	0.90	0.80	0.60	Lady Ersané	R 5.00	5.00	4.00	Str
	C	0.30	0.25	0.20	Lathos	R 4.00	4.00	3.00	Tac
Termagants					Lieutenant Dunbar	R 5.00	5.00	3.00	Thi
Terminal Hive Mephidian	A	1.10	1.00	0.80	Logan Ebonwoulfe	X 4.80	4.00	4.00	Tor
Terrorgaunts	С	0.25	0.25	0.20	Logan Esonmound	. 1.00			101

William Wildi		Tell			I 40IV Wallulu/
Long Bow	U	0.80	0.80	0.50	Tome of Divine Wisdom F 6.40 5.70▼ 4.40
Lord Gahid Rellion	R	5.00	5.00	5.00	Tome of Shadows F 5.90 4.80▼ 3.90
Loyal Nag Loyalty's Reward	U R	0.80 5.00	0.80 5.00	0.50 3.00	Tome of the Archmage F 6.80 6.70▼ 4.80 Vorgum R 3.80 3.50 3.20
Madriga's Defense	U	0.80	0.80	0.50	Vorpal Blade R 4.00 3.00 2.90
Maidenhair Serpent Mail of Virtue	U R	1.00 4.00	1.00	0.80 3.00	Wall of Fire R 3.40 2.90 2.40 Wheel of Fate R 2.90 2.90 2.40
Mass Blessing	R	6.00	6.00	4.00	Whirlwind R 3.00 3.00 2.90
Master Anandale	R	4.00	4.00	3.00	Whirlwind Attack R 4.00 4.00 3.40
Maximillian Meteor Swarm	R R	5.00	5.00	3.00	GOOD & EVIL (162 Cards) UPR MED LOW
Mirror Image	U	0.80	0.80	0.50	Good & Evil Set 290.00 280.00 ▲270.00 Good & Evil Starter Box 83.50 79.00 ▼ 74.50
Nothrog Armor	U	1.00	1.00	0.50 0.50	Good & Evil Booster Box 101.50 98.00▲ 94.00
Orochoff Poison	R	4.00	4.00	3.00	Good & Evil Starter Deck 10.25 10.00 10.00 Good & Evil Booster Pack 3.00 3.00 3.00
Poisoned Blade	R	4.00	4.00	3.00	Good & Evil Booster Pack 3.00 3.00 3.00 Foil Card (Multiplier) 2.40 2.40 2.30
Power Word: Kill Prepared for Battle	R R	4.00	4.00	3.00	Rare card not listed 3.80 3.70 ▲ 3.50
Prince Alaric	R	5.00	4.00	3.00	Uncommon card 1.00 0.80 0.50 Common card 0.10 0.10 0.10
Princess Dashkova	R	5.00	5.00	4.00 4.00	Fixed card 2.50 2.00▲ 1.40
Rathe Ring of Vorn	X U	4.80 0.80	4.00 0.80	0.50	CARD NAME RAR UPR MED LOW Aenne the Tempest R 4.40 4.10 3.90
Robe of the Wind	R	4.00	4.00	3.00	Aenne the Tempest R 4.40 4.10 3.90 Athril Hammer R 4.10 4.00 3.80
Rod of Striking Rren'the	Pre R	5.00	5.00	4.80 3.00	Avenger X 4.00 3.00▲ 1.90
Sandstone Gargoyle	U	1.00	1.00	0.50	Barakiel R 4.00 3.80 3.50 Battle Plans R 4.00 3.80 3.50
Sethusk Shatter	R U	5.00	5.00	5.00 0.50	Between the Ribs R 4.00 3.80 3.50
Shield Bash	Ü	1.00	1.00	0.50	Cardinal Scelus R 5.40 4.40▲ 3.90 Daanso Batoq R 4.40 4.20 3.80
Shield Block	U	0.80	0.80	0.50	Divine Anguish R 4.00 3.80 3.50
Signon's Armor Sir Robert the Vigilant	R X	5.00 4.80	5.00 4.00	5.00 4.00	Donovan Čhe'har R 5.00 4.70 4.20
Slayer the Unkind	Χ	4.00	4.00	4.00	Dragon Plate X 4.00 3.00 1.90 Earthquake R 4.40 4.10 3.80
Slayer's Tome Slovien	Pre R	10.00	7.00	6.00 3.00	Edge R 4.10 4.00 3.80
Smite	U	0.80	0.80	0.50	Elegy R 4.00 3.80 3.50 Elephant Form R 4.30 4.10 3.80
Sorscha	R	5.00	5.00	5.00	Ellyah R 4.40 4.20 3.80
Soul Stealer Spell Book	Pre U	5.00	5.00	4.80 0.50	Eye of Morghen R 4.30 4.10 3.80
Strike True	R	4.00	4.00	3.00	Eyestalk of Fear R 4.30 4.10 3.80 Eyestalk of Sloth R 4.30 4.10 3.80
Summon Avatar Summon Monster	R R	4.00	4.00	3.00	Gaston Bonhomme R 4.30 4.10 3.80
Sword of Chaos	Χ	4.80	4.00	3.00	Golden Dragon Shield R 4.80 4.30
Symbol of Kerebrus Tears of the Storm	Pre	5.00	5.00	4.80	Inspiration R 4.00 3.80 3.50
Tepheroth	R	5.00	5.00	4.00	Jad'harak R 4.00 3.80 3.50 Jamr ibn Al-as R 4.00 3.80 3.50
Test of Faith	R	4.00	4.00	3.00	Lava Burst R 4.30 4.10 ▲ 3.80
The Beast Knight The King's Lady	R R	4.00	4.00	3.00 4.00	Life Drain R 4.80 4.30 3.80 Magma Gargoyle X 4.30 3.50 2.10
Thunic Wyvern	U	1.00	1.00	0.80	Magma Gargoyle X 4.30 3.50 2.10 Morghen Dythanus R 4.40 4.20 3.80
Too Fast to See- Toren Yscar	R R	5.00 9.00	5.00	3.00 4.00	No Rest R 4.00 3.80 3.50
Turned to Stone	R	5.00	5.00	3.00	Nokhtkrüger R 5.00 4.80 4.40 Poisoned Blood R 4.30 4.10 3.80
Uthanak Uther Killer-of-Bears	X R	5.00	4.80▼ 5.00	4.00 5.00	Ritual of Eternal Darkness R 4.80 4.30 3.80
Vahdrok the Crippler	R	5.00	4.00	3.00	Roc Form R 4.40 4.10 3.80 Rod of Wonder R 4.30 4.10 3.80
Valanthe	U R	0.80 4.00	0.80 4.00	0.50 3.00	Scales of the Storm R 5.00 5.00 ▲ 4.80
Varg Wall of Air	U	0.80	0.80	0.50	Sir Magnus Arcadis R 4.30 4.10 3.80 Sir Rhawn d'Ilchant X 4.50 4.00 2.40
War Horse	U	1.00	1.00	0.50	Sjonegaard X 3.50 3.00 ▲ 1.90
War Rune Web	R U	4.00	4.00	3.00 0.50	Soul Chamber R 4.30 4.10 3.80 Spider Form R 4.40 4.10 3.80
Wyvernsting Bow	R	4.00	4.00	3.00	Spider Form R 4.40 4.10 a 3.80 Spiritreaver R 5.00 5.00 a 4.80
Yedraw's Tooth Assassin's Strike (10	R	6.00	6.00▲	5.00	Stormblade X 4.00 3.00 1.90 Summon Allv R 4.40 4.10 3.80
Assassin's Strike Set			158.50▼	155.25	Summon Ally R 4.40 4.10 3.80 Summon Gargoyle R 4.30 4.10 3.80
AS Booster Box		93.75	92.75▼	91.50	Terak Justicebringer X 4.30 3.50 ▲ 2.10
AS Booster Pack Rare card		3.00	2.90	2.90	Terror of Sharn Keep X 4.00 3.00 1.90 The Gauntlet R 4.00 3.80 3.50
Uncommon card		0.50	0.50	0.45	The Quest Beast R 5.40 4.60 3.80
Common card CARD NAME	RAI	0.20 R UPR	0.20 MED	0.15 LOW	Vehdred R 5.10 4.50 3.80 Vengeance R 4.00 3.80 3.50
Acid Breath	R	3.00	3.00	2.90	Word of Recall R 4.40 4.10 ▲ 3.80
Alhana Genecourt	R	2.90	2.90	2.70	Yscar the Elder R 4.10 4.00 3.80
Amulet of Force Anton Cyldragen	R F	3.40 6.80	3.00▼ 6.70▼	3.00 4.80	TOOTH & CLAW (164 Cards) UPR MED LOW Tooth & Claw Set 248.50 237.00 225.25
Baroness Lucana	R	2.90	2.90	2.70	Tooth & Claw Starter Box 91.75 89.50▼ 87.25
Behlial Black Tom of Corinth	F	5.90 5.90	4.80▼ 4.80▼		Tooth & Claw Booster Box 100.00 99.75▼ 95.00
Blackwind	R	5.50	5.00▼	3.90	Tooth & Claw Starter Deck 10.25 9.00▼ 9.00 Tooth & Claw Booster Pack 3.20 3.00 3.00
Bracers of Ogre Power	R R	9.00	8.00▼ 4.00	5.40 3.40	Foil Card Multiplier 1.90 1.90 1.80
Breastplate of Power Contagion	C	0.30	0.25	0.15	Uncommon card 0.50 0.50▼ 0.50 Common card 0.15 0.10 0.10
Daedelia	R	3.40	3.00	2.80	CARD NAME RAR UPR MED LOW
Doombringer Dragonscale Shield	R R	2.90	2.90	2.70	Abyss Edge R 3.00 3.00 2.90 Achilleus D 4.90 4.00 2.50
Duchess Brymin	F	5.90	4.80▼	4.10	Andover Signet R 3.00 3.00 2.90
Fauve Mightyheart Havat-lahn Stance	R U	2.90	2.90	2.40 0.50	Animate Objects R 3.00 3.00 2.90
Howl of the Wolves	R	3.40	3.00	2.80	Back at you! R 3.00 3.00 2.90 Blood Beneath your Wings R 3.00 3.00 2.90
Keziah's Loris Daggers Maakh	R C	2.90	2.90 A 0.25	2.70 0.15	Cael Ben-Jinn R 3.00 3.00 2.90
Nightmist Cloak	R	3.50	3.00▼	2.90	Cause Serious Wounds R 3.00 3.00 2.90 Conjuration R 3.00 3.00 2.90
Orazhuk Portable Hole	R R	2.90 4.00	2.90	2.40	Curse of Steel R 3.00 3.00 2.90
Premonition	R	3.40	2.90	2.40	Darkhide Armor R 3.50 3.00 2.90 Deverinian Coronet D 4.40 3.00 2.00
Prismatic Spray	R	4.00	4.00	3.40	Duke Logranth R 3.50 3.00 2.90
Protection Rac Ironbone	R R	2.90 3.90	2.90	2.40 2.70	Duplicate R 4.00 3.00 2.90 Earth Elemental R 3.00 3.00 2.90
Saul Tombcarver	R	3.40	2.90	2.70	Ebonwood R 3.00 3.00 2.90
Sedwin Elfhunter Senek the Poisoner	R R	2.90 3.40	2.90	2.70	Esa R 3.90 3.00 3.00 Flamespitter R 3.50 3.00 2.90
Shield of Ancient Kings	U	1.50	1.00	0.70	Foeshredder R 3.40 3.00 3.00
Speed of the Cheetah Strength of Death	R R	2.90	2.90	2.40	Gethseme Steelshard D 6.30 3.00 2.00
Taoth	R	3.40	2.90	2.70	Ghed Lionel D 4.90 4.00 2.50 Gravity Flux R 3.00 3.00 2.90
Thunderhammer Tome of Champions	R F	3.00 5.90	3.00 4.80▼	2.90 3.90	Hammer Toss R 3.90 3.00 3.00
.ono or onampions		0.00		0.00	Hember's Sigil D 4.40 3.00 2.00

Vorpal Blade Wall of Fire	R R	4.00 3.40	3.00	2.90
Wheel of Fate	R	2.90	2.90	2.40
Whirlwind Whirlwind Attack	R	3.00 4.00	3.00 4.00	2.90 3.40
GOOD & EVIL (162 Cards		UPR	MED	LOW
Good & Evil Set Good & Evil Starter Box		290.00 2 83.50	280.00 A	270.00
Good & Evil Booster Box		101.50	79.00▼ 98.00▲	94.00
Good & Evil Starter Decl	k	10.25	10.00	10.00
Good & Evil Booster Pac Foil Card (Multiplier)	CK	3.00	3.00 2.40	3.00 2.30
Rare card not listed		3.80	3.70▲	3.50
Uncommon card Common card		1.00 0.10	0.80	0.50
Fixed card		2.50	2.00▲	1.40
CARD NAME	R		MED	3.90
Aenne the Tempest Athril Hammer	R R	4.40 4.10	4.10	3.80
Avenger	Χ	4.00	3.00▲	1.90
Barakiel Battle Plans	R R	4.00	3.80	3.50 3.50
Between the Ribs	R	4.00	3.80	3.50
Cardinal Scelus Daanso Batog	R R	5.40 4.40	4.40▲ 4.20	3.90
Divine Anguish	R	4.00	3.80	3.50
Donovan Che'har	R	5.00	4.70	4.20
Dragon Plate Earthquake	X R	4.00 4.40	3.00▲ 4.10	1.90 3.80
Edge	R	4.10	4.00	3.80
Elegy Elephant Form	R R	4.00 4.30	3.80 v 4.10 a	3.50
Ellyah	R	4.40	4.20	3.80
Eye of Morghen	R	4.30	4.10	3.80
Eyestalk of Fear Eyestalk of Sloth	R R	4.30 4.30	4.10A 4.10A	3.80
Gaston Bonhomme	R	4.30	4.10 4.10	3.80
Golden Dragon Shield Helix	R R	4.80 5.00	4.30▲ 5.00▲	3.80 4.80
Inspiration	R	4.00	3.80	3.50
Jad'harak Jamr ibn Al-as	R R	4.00	3.80	3.50
Lava Burst	R	4.00	4.10▲	3.80
Life Drain	R	4.80	4.30▲	3.80
Magma Gargoyle Morghen Dythanus	X R	4.30 4.40	3.50▲ 4.20	2.10 3.80
No Rest	R	4.00	3.80	3.50
Nokhtkrüger Poisoned Blood	R R	5.00 4.30	4.80	4.40 3.80
Ritual of Eternal Darkness		4.80	4.10 A 4.30 A	3.80
Roc Form	R	4.40	4.10▲	3.80
Rod of Wonder Scales of the Storm	R R	4.30 5.00	4.10▲ 5.00▲	3.80 4.80
Sir Magnus Arcadis	R	4.30	4.10	3.80
Sir Rhawn d'Ilchant	X	4.50	4.00▲	2.40
Sjonegaard Soul Chamber	R	3.50 4.30	4.10	3.80
Spider Form	R R	4.40	4.10	3.80 4.80
Spiritreaver Stormblade	X	5.00 4.00	5.00 ▲ 3.00 ▲	1.90
Summon Ally	R	4.40	4.10	3.80
Summon Gargoyle Terak Justicebringer	R X	4.30 4.30	4.10 3.50▲	3.80
Terror of Sharn Keep	Χ	4.00	3.00▲	1.90
The Gauntlet The Quest Beast	R R	4.00 5.40	3.80▲ 4.60	3.50
Vehdred	R	5.10	4.50	3.80
Vengeance	R	4.00 4.40	3.80	3.50
Word of Recall Yscar the Elder	R	4.40	4.10▲ 4.00	3.80
TOOTH & CLAW (164 Ca	rds) UPR	MED	LOW
Tooth & Claw Set			237.00 V	225.25
Tooth & Claw Starter Bo Tooth & Claw Booster Bo	X X	91.75	89.50▼ 99.75▼	95.00
Tooth & Claw Starter De	eck	10.25	9.00▼	9.00
Tooth & Claw Booster P Foil Card Multiplier	ac	k 3.20 1.90	3.00	3.00
Uncommon card		0.50	0.50▼	0.50
Common card	n	0.15	0.10 MED	0.10
CARD NAME Abyss Edge	R	3.00	3.00	LOW 2.90
Achilleus	D	4.90	4.00	2.50
Andover Signet Animate Objects	R	3.00	3.00	2.90
Back at you!	R	3.00	3.00	2.90
Blood Beneath your Wings Cael Ben-Jinn	R R	3.00	3.00	2.90
Cause Serious Wounds	R	3.00	3.00	2.90
Conjuration	R	3.00	3.00	2.90
Curse of Steel Darkhide Armor	R R	3.00 3.50	3.00	2.90
Deverinian Coronet	D	4.40	3.00	2.00
Duke Logranth Duplicate	R	3.50 4.00	3.00	2.90
Earth Elemental	R	3.00	3.00	2.90
Ebonwood Esa	R R	3.00	3.00	2.90 3.00
Flamespitter	R	3.50	3.00	2.90
Foeshredder	R	3.40	3.00	3.00
Gethseme Steelshard Ghed Lionel	D	6.30 4.90	3.00 4.00	2.00
Gravity Flux	R	3.00	3.00	2.90
Hammer Toss Hember's Sigil	R	3.90 4.40	3.00	3.0
		,		

Icetalon Jackals of Mourn Kul of Clan Tergoth Lady Tornhawk Lord Winhawk Lord Windew Madriga's Quick-Strike Makusog Mantle of Control Markappal Basilysk Master Caudecus Modred of Carcius Murgan Nothrog Warbanner Cephire Rise, and Obey! Ruanned Wadreth Ruthless Sanguicorm Sanguicorm Scepter of the Seven Sceth Hellbringer Sea of Flame Seraphina Corazon Shadow of Lies Signon's Disciples Sneak Snow Elk Mount Spirt Singing Staff of the Traveler Stormwraith's Oath Tiral Blast Tors Stubboog to Die	RRRRDRDRDRDRRRRRRRDDRRRRRRRRRRRRRRRRRRR	3.00 3.50 4.40 6.80 4.40 3.00 3.50 4.40 3.00 3.40 3.50 3.50 4.40 3.50 3.50 3.50 4.40 3.50 3.50 4.40 3.50 4.40 3.50 4.40 3.50 3.50 4.40 3.50 4.40 3.50 4.40 3.50 4.40 3.50 4.40 3.50 4.40 3.50 3.50 4.40 3.50 4.40 3.50 4.40 3.50 4.40 3.50 4.40 3.50 4.40 3.50 3.50 4.40 3.50 3.50 3.50 3.50 3.50 3.50 3.50 3.5	3.00 3.00 4.00 4.00 3.00	2.90 2.90 3.50 2.50 2.90 2.90 2.90 2.90 2.90 2.90 2.90 2.9
Signon's Disciples Sneak Snow Elk Mount Spirit Singing Staff of the Traveler Storrnwraith's Oath Ter-Soth	RRRRRRRRRR	3.50 3.40 3.00 3.00 3.00 4.40 4.00	3.00 3.00 3.00 3.00 3.00 3.00 3.00	2.90 3.00 2.90 2.90 2.90 3.00 2.90



ı	25				
ı	PREMIERE (150 Cards)		UPR	MED	LOW
1				122.50A	
1	Premiere Set		123.13	122.00	121.20
1	Stone Cold Steve				
1	Austin Boxed Set		27.25	26.50▲	25.75
j	Stone Cold Steve				
1	Austin Collector's Tir		27.25	26.50▲	25.75
I		1			
1	The Rock Boxed Set		27.25	26.50▲	
1	The Rock Collector's Tir	1	27.25	26.50▲	25.75
1	Premiere Starter Box		74.50	74.00▲	73.50
1	Premiere Booster Box		77.25	76.50▲	75.75
١					0.70
J	Premiere Starter Deck		7.80	7.50▲	
1	Premiere Booster Pack		3.00	3.00▲	2.30
1	Ultra-Rare foil card		10.25	10.00▲	10.00
J	Rare card		3.30	3.00	
ı			0.60		
1	Uncommon card			0.50	0.45
ı	Common card		0.25	0.20	0.10
١	Fixed card (X)		1.40	0.90	0.45
J	Do You Smell What The				
1	Rock is Cookin'?	Pr	7.90	6.30▲	5.00
ı		П	7.50	0.50	0.00
1	Patented Austin				
ı	Kick to the Gut	Pr	7.90	6.30▲	5.00
ı	Patented Rock Footstomp	Pr	7.40	6.00▲	5.00
ı	Piledriver	Pr	5.00	5.00	4.80
ı					
J	Rattlesnake Rulz	Pr	6.80	5.80▲	
Н	CARD NAME	RA			LOW
ı	Abdominal Stretch	R	3.00	2.80	2.50
ı	Avatollah of Rock-n-Rollah	HR	9.80	8.90	7.80
ı		R	2.60	2.50	2.50
Ί	Boston Crab				
ı	Bulldog	R	2.60	2.50	2.40
н	Camel Clutch	R	2.60	2.50	2.50
ı	Chair Shot	R	2.60	2.50	2.50
ı	Chyna Interferes	IJŔ	10.00	9.80▼	9.10
ı					
ч	Clothesline	R	3.00	2.80▲	
1	Combination Attack	R	2.60	2.50	2.50
П	Comeback!	R	3.00	2.80	2.50
П	DDT	R	2.60	2.50	2.50
П		Ř	2.50	2.50	2.50
1	Deluding Yourself				
Н	Disqualification!	R	3.00	2.80▲	2.50
ı	Diversion	R	4.20	3.30▲	2.50
1	Ego Boost	R	4.20	3.30▲	2.50
J	Figure Four Leg Lock	R	2.60	2.50	2.50
ı		R	2.60	2.50	2.50
ı	Fisherman's Suplex				
ı	Guillotine Stretch	R	3.00	2.80▲	2.40
J	Hellfire & Brimstone	UR	10.00	9.30▲	8.40
ı	Hurricanrana	R	2.60	2.50	2.50
۱	Kane's Tombstone				
ı		UR	10.00	9.00	8.00
ı	Piledriver				
ı	Maintain Hold	R	4.30	3.30▲	
1	Manager Interferes	R	4.10	3.30▲	2.50
ı	Mandible Claw	UR		9.00	7.80
ı	Marking Out	R	3.00	2.80▲	
	Mr. Socko	UR	8.30	8.00	7.80
	No Chance in Hell	R	3.80	3.10▲	2.50
ı	Open Up a Can				
ı	of Whoop-Ass	UR	11.25	10.25	9.10
I					
1	Partner Interference	R	3.60		
	Pat & Gerry	R	3.00	2.80▲	
	Pedigree	UR	11.75	10.50▲	9.20
ı	Power of Darkness	UR		9.00	8.00
	Power Slam	R	2.60		
				2.50	2.50
	Powerbomb	R	2.60		2.40
	Press Slam	R	2.60	2.50	2.40





WWF Raw Deal/Yu-Gi-Oh!



	-			
Puppies! Puppies!	R	4.00	3.50▲	2.90
Samoan Drop	R	2.60	2.50	2.50
Shane O'Mac	R	3.60	3.30 ▲	2.90
Sit Out Powerbomb	R	2.60	2.50	2.50
Sleeper	R	2.60	2.50	2.50
Spear	R	2.60	2.50	2.50
Spinning Heel Kick	R	2.60	2.50	2.50
Stagger	R	3.10	2.80▲	2.50
Stone Cold Stunner	UR	10.75	10.25▲	9.50
Superkick	R	2.60	2.50	2.50
The People's Elbow	UR	10.00	10.00▲	9.50
The People's Eyebrow		11.25	10.50▲	9.50
Torture Rack	R	2.60	2.50	2.50
Undertaker's Tomb-	11	2.00	2.00	2.00
stone Piledriver	UR	10.25	9.50▼	8.80
	UR			
Walls of Jericho			9.00	7.80
FULLY LOADED (150 C	ards)	UPR	MED	LOW
Fully Loaded Set			117.50▲	116.25
Fully Loaded Starter B	OX	83.25	81.50▲	79.75
Fully Loaded Booster B		87.25	86.50▲	
Fully Loaded Starter D		9.30	9.00	8.50
Fully Loaded Booster I		3.30	3.00▲	3.00
Ultra-Rare foil card	uon	9.10	8.80 V	8.40
Rare card		3.00		
			3.00▲	3.00
Uncommon card		0.60	0.50	0.50
Common card .		0.25	0.25	0.20
Fixed card (X)	200.00	1.50	1.50▲	1.30
CARD NAME	RA		MED	LOW
A%\$ Drop	URF		8.00	7.50
Acolyte Protection Agenc	y R	2.80	2.50	2.50
Attitude Adjustment	R	2.80	2.50	2.50
B.A.'s Military Press Slar	m R	2.80	2.50	2.50
Big Stupid Grin	URF	8.50	8.00	7.50
Bronco Buster	R	2.80	2.50	2.50
Call to the Crowd	R	3.10	3.00▲	2.80
Chyna's Pedigree	URF	9.30	9.00	8.50
Claw	R	2.80	2.50	2.50
Crippler Crossface	URF		8.00▼	8.00
Dem Damn Dudleyz!	R	2.80	2.50	2.50
Doggy Pump Handle Slan			8.00	
Double Clothesline				7.00
	R	3.10	3.00	2.80
Double Underhook Suple		3.00	3.00▲	2.80
Enter the Stratus-phen	e R	2.80	2.50	2.50
European Uppercut	R	2.80	2.50	2.50
Fall-Away Slam	R	2.80	2.50	2.50
	URF		8.00▲	7.00
Get Hardcore	URF		8.004	7.00
Get Your GED	URF	8.40	8.00 🛦	7.00
Giant Swing	R	2.80	2.50	2.50
Guerrero Frog Splash	URF	8.50	8.00▲	7.00
Huge Bump Out				
of the Ring	R	2.80	2.50	2.50
I'm an A%\$ Man	R	3.30	3.00▲	2.80
I've Got Two Words		0.00	0.00=	2.00
For Ya	URF	8.80	8.00▼	8.00
Inferno Match	R	2.80	2.50	2.50
It's True It's Truel	URF		8.00 ▼	8.00
It's True, It's True! Juke "N" Jive	R			
Kick Out!		2.80	2.50	2.50
Kickin' The Shizt-nit	R	2.80	2.50	2.50
	D	0.00	2.50	0.50
Doggy Style	R	2.80	2.50	2.50
Leaping Spin Kick	R	2.80	2.50	2.50
Let's Make Some Noise		2.80	2.50	2.50
Masked Vengence	URF		8.00 ▼	8.00
Missile Dropkick	R	2.80	2.50	2.50
Moonsault	R	2.80	2.50	2.50
Northern Lights Suple:		2.80	2.50	2.50
Olympic Slam	URF		8.00▼	8.00
Patented Austin				
Kick to the Gut	URF	8.80	8.00▼	8.00
Patented Rock				
Footstomp	URF	9.30	9.00	8.50
Reeking of				
Awesomeness	R	2.80	2.50	2.50
Ref KO'd!	R	2.80 3.30	3.00▲	2.80
Rest In Peace	URF	8.80	8.00 V	8.00
Rikishi Driver	URF	8.50	8.00	7.50
Sidewalk Slam	R	2.80	2.50	2.50
Springboard Drop Kick		8.50	8.00	7.50
STF STF	R	3.30	3.00▲	2.80
Suicide Plancha	R		2.50	
Superplex	R	2.80		2.50
	URF	2.80	2.50	2.50
Tazzmission The 9th Wonder	UNI	8.30	8.00▲	7.00
	HDC	0.50	0.00-	7.50
of the World	URF	8.50	8.00▼	7.50



R	4.00	3.50▲	2.90	The Federation's		0.50		1st Ed. Foil Card Multiplier 2.00 2.00 1.80
R	2.60 3.60	2.50 3.30▲	2.50	Purest Athlete Thug It - Dead	R 2.80 URF 8.50	2.50 8.00	2.50 7.50	Unlimited BEWD Set 480.00 373.75 ▲323.25
R	2.60	2.50	2.50	Time Keeper's Bell	R 2.80	2.50	2.50	Unltd. BEWD Starter Box 176.25 145.00 121.25 Unltd. BEWD Booster Box 176.25 137.50 96.25
R	2.60	2.50	2.50	Tori Enters the Fray!	URF 8.50	8.00▼		Unltd. Yugi Starter Deck 25.75 21.50▲ 17.00
R R	2.60	2.50	2.50	Trash Can Triple H's Reverse	R 2.80	2.50	2.50	Unitd. Kaiba Starter Deck 26.25 21.50 17.00
R	3.10	2.80▲	2.50	Neck Breaker	URF 9.80	9.50	8.80	Unltd. BEWD Booster Pack 7.30 6.00 4.60 Unltd. Foil Card Multiplier 1.90 1.80 1.60
		10.25▲		Turn the Tide	R 6.80	6.50▲		"SECRET" ULTRA RARES UPR MED LOW
R	2.60	2.50 10.00	2.50	X-Factor	URF 8.50	8.00	7.50	Gaia the Dragon
	11.25	10.50		BACKLASH (150 Cards Backlash Set		MED 285.00 ▼	LOW	Champion (L125) 46.00 34.00 21.25 Tri Horned Dragon (L000) 23.75 20.00 16.25
R	2.60	2.50	2.50	Backlash Starter Box		91.50 ▼		UNLIMITED CARDS (% 1st ED.) UPR MED LOW
IID	10.25	9.50▼	8.80	Backlash Booster Box	88.75	87.50▲	86.25	Ultra-Rare card 90% 80% ▲ 70%
	10.25	9.00	7.80	Backlash Starter Deck Backlash Booster Pac	9.50	9.00	8.50	Super-Rare card 90% 80% ▲ 70% Rare card 80% 70% ▲ 60%
Cardsi	UPR	MED	LOW	Ultra Rare foil card		3.00 10.25	3.00	Common card 80% 50% \$ 50%
		117.50▲		Rare card	8.30	6.50▼		Fixed card 80% 50% ▲ 50%
Box		81.50▲		Uncommon card	1.50	0.50	0.50	Ancient Elf (Y024) X 0.90 0.50 0.50
r Box Deck	87.25 9.30	86.50 ▲ 9.00	8.50	Common card Fixed card (X)	0.50 1.40	0.25 1.30 A	0.20	Ancient Telescope (K039) X 1.00 0.70▲ 0.50
r Pack	3.30	3.00 ▲		CARD NAME	RAR UPR	MED	LOW	Ansatsu (Y016) X 0.90 0.50 0.50
	9.10	8.80▼	8.40	3D	URF 9.80	9.50▲	8.80	Aqua Madoor (L027) R 5.40 4.00 3.00 Armaill (L079) C 0.50 0.50 0.30
	3.00 0.60	3.00 A 0.50	3.00 0.50	Again With This #&@\$!?!?!	R 3.00	3.00▲	2.80	Armed Ninja (L106) R 5.40 4.00 3.00
	0.00	0.30	0.20	Announcer's Table	R 3.00	3.00▲	2.80	Armored Starfish (L116) C 0.50 0.50 0.30
	1.50	1.50▲	1.30	Blown Spot	R 9.00	8.004		Baron of the Fiend Sword (Y036) X 0.90 0.50 0.50
	R UPR	MED	LOW	Brothers 'til the End BuhBuh Bomb	URF 10.75 URF 10.00	10.00	9.50 8.00	Basic Insect (L008) C 0.50 0.50 0.30
URF ncy R	8.50 2.80	8.00 2.50	7.50 2.50	BuhBuh Punch	R 3.30	3.00▲		Battle Ox (K005) X 0.90 0.50 0.50
R	2.80	2.50	2.50	Busted Wide Open	R 3.00	3.00▲		Beast Fangs (L041) C 0.70 0.50 V 0.30 Beaver Warrior (L064) C 0.50 0.50 A 0.30
Slam R	2.80	2.50	2.50	Catatonic Stare ConChairTo	R 4.30 URF 10.25	3.00 A 10.00	2.80 8.00	Beaver Warrior (Y005) X 0.90 0.50 0.50
URF R	8.50 2.80	8.00 2.50	7.50 2.50	Crucifix Rollup	R 3.00	3.00▲	2.80	Blue-Eyes White
R	3.10	3.00▲		Don't Mess				Dragon (L001) UR 48.75 35.00 ▲ 17.50 Blue-Eves White
URF	9.30	9.00	8.50	with the Champ! DTA	R 3.00 URF 9.80	3.00		Dragon (K001) UR 23.25 16.50▲ 15.00
- R URF	2.80 8.50	2.50 8.00 V	2.50 8.00	DVon Get the Table		9.50 ▲ 3.00 ▲		Book of Secret
! R	2.80	2.50	2.50	Eddie's Roll Up	URF 9.50	9.00▲	7.80	Arts (L043) C 0.70 0.50 ▼ 0.30 Book of Secret
lam URF	8.40	8.004	7.00	EdgeOMatic	URF 11.50	10.00	8.30	Arts (Y021) X 0.90 0.50 0.50
R	3.10	3.00		Fully Loaded! Greetings to Our	R 3.00	3.00▲	2.00	Card Destruction (Y042) C 0.70 0.50 ▼ 0.30
plex R ere R	3.00	3.00 A 2.50	2.50	Fans In	R 3.00	3.00▲	2.80	Castle Walls (K049) X 1.00 0.70 0.50
R	2.80	2.50	2.50	Half Hour Suplex	R 3.80	3.00		Castle Walls (Y049) X 1.00 0.70 0.50 Celtic Guardian (L007) SR 11.50 9.00 6.50
R	2.80	2.50	2.50	Heel Turn Here a Mark,	R 3.00	3.00▲	2.00	Celtic Guardian (Y009) X 2.10 1.00 0.60
URF		8.00A 8.00A	7.00 7.00	There a Mark	R 3.00	3.00▲		Change of Heart (Y032) X 2.90 0.80 0.50
URF			7.00	Hung Out to Dry	R 3.00	3.00▲		Charubin the Fire Knight (L015) R 5.40 4.00▲ 3.00
R	2.80	2.50	2.50	I Did It For You I'm Gonna Put You	URF 10.25	10.00	9.00	Claw Reacher (Y018) X 0.90 0.50 0.50
h URF	8.50	8.00▲	7.00	Through the Ring	R 3.00	3.00▲		Curse of Dragon (L066) SR 16.50 10.004 6.50
R	2.80	2.50	2.50	Incite the Fans!	R 3.30	3.00		Curse of Dragon (Y008) X 5.10 1.80 ▼ 0.60 D. Human (K030) X 0.90 0.50 0.50
R	3.30	3.00▲		Just Another Victim! Kazoo Theme Songs	URF 10.25 R 3.00	10.00 3.00	9.50 2.80	Dark Assassin (K015) X 0.90 0.50 0.50
URF	0.00	0.00-	0.00	Lita to the Xtreme	R 3.30	3.00▲		Dark Energy (L088) C 0.70 0.50 ▼ 0.30
R	8.80 2.80	8.00 ▼ 2.50	8.00 2.50	Matt's Moonsault	R 3.00	3.00▲		Dark Energy (K020) X 1.00 0.70▲ 0.50 Dark Gray (L011) C 0.50 0.50▲ 0.30
URF		8.00▼		Microphone Cord Million Dollar Smile	R 3.30 R 3.00	3.00 ▲		Dark Hole (L052) SR 13.25 7.80 ▼ 6.40
R	2.80	2.50	2.50	No Mercy!	R 3.30	3.00▲		Dark Hole (K022) X 3.50 1.50 ▼ 0.60
R	2.80	2.50	2.50	Old School				Dark Hole (Y022) X 3.50 1.50 ▼ 0.60 Dark King of
R	2.80	2.50	2.50	Wrestling Match Ovicular Fortitude	R 3.00 URF 10.00	3.00 A		the Abyss (L020) C 0.50 0.50▲ 0.30
R	2.80	2.50	2.50	Pac's Back	URF 10.25	10.00	8.50	Dark Magician (L005) UR 36.25 20.00 15.00
se R URF	2.80 8.80	2.50 ▼	2.50	Poetry in Motion	URF 9.60	9.30▲	8.10	Dark Magician (Y006) UR 22.50 15.00 12.75 Dark Titan of
R	2.80	2.50	2.50	Premiere WWF Prove Me Wrong	R 3.30 URF 9.80	3.00▲ 9.50▲	2.80	Terror (K014) X 0.90 0.50 0.50
R	2.80	2.50	2.50	Put It All On the Line	R 3.00	3.00▲		Darkfire Dragon (L019) R 5.90 5.30 ▲ 3.50
lex R URF	2.80 8.80	2.50 8.00 ▼	2.50	Ride the Barricade	R 3.30	3.00▲		Darkworld Thorns (L114) C 0.50 0.50 0.30
UNF	0.00	0.00 ¥	0.00	Right to (Censor) Interfere	LIDE 10 E0	10.00	10.00	De-Spell (K035) X 1.00 0.70 0.50
URF	8.80	8.00▼	8.00	Running Clothesline	R 3.00			De-Spell (Y029) X 1.00 0.70 0.50
HDE	0.00	0.00	0.50	Seeing Stars	R 3.00	3.00▲	2.80	Destroyer Golem (K028) X 0.90 0.50 0.50 Dian Keto the
UKF	9.30	9.00	8.50	Sharpshooter Sledge Hammer Shot	R 6.40	3.00▲	2.80	Cure Master (Y023) X 2.50 0.80▲ 0.50
R	2.80	2.50	2.50	Sodas Rule!	R 3.30	10.00 3.00▲	2.80	Dissolverock (L031) C 0.50 0.50▲ 0.30
R	3.30	3.00▲	2.80	Spinning Elbow	R 3.30	3.00▲	2.80	Doma The Angel of Silence (Y015) X 0.90 0.50 0.50
	8.80 8.50	8.00 v 8.00	8.00 7.50	Stun Gun	R 3.00	3.004		Dragon
R	2.80	2.50	2.50	Superior Acrobatics Swanton Bomb	URF 10.00 URF 9.80	9.50		Capture Jar (L045) R 5.30 3.80▲ 3.00
ck URF	8.50	8.00	7.50	Testify!	URF 10.25	10.00	9.50	Dragon Capture Jar (Y044) X 1.40 1.00 0.60
R R	3.30 2.80	3.00 A 2.50		The Brahma Bull	URF 11.00	10.00 ▼	9.50	Capture Jar (Y044) X 1.40 1.00 0.60 Dragon Treasure (L092) C 0.70 0.50 ▼ 0.30
R	2.80	2.50	2.50 2.50	The One Billy Gunn Three Faces of Foley	URF 9.80 URF 10.25	9.50▲ 10.00	7.80 8.00	Dragon Zombie (Y014) X 0.90 0.50 0.50
	8.30	8.004		Twist of Fate	URF 9.80	9.50▲		Dragoness the Wicked
HDE	0.50			Underrated Superstar	R 3.00	3.00▲	2.80	Knight (L086) R 5.40 4.00 3.00 Drooling Lizard (L115) C 0.50 0.50 0.30
UKF	8.50	8.00▼	7.50	Unprettier	URF 9.80	9.50▲	8.30	Electro-Whip (L093) C 0.70 0.50 0.30

West-Park Barrier B. 000	0.00	
Watching My Back R 3.00	3.00▲	2.80
We're Doing This	0.00.	0.50
For Your Own Good! R 3.00	3.00▲	2.50
What's Wrong	0.00	0.50
with You People? R 3.00 Where Are Your Medals? URF 11.00		2.50
		9.00
		2.50
You're Not in My League R 3.00	3.00▲	2.80
Y" diameter and a second		
The second second second		1



TRADENG	man.	WILL CO	V NALISA	
S		KID OR	774112	
1st Edition BEWD Set		(224 6	irds) 657.50∧	100.75
1st Ed. BEWD Starter E			195.00 A	
1st Ed. BEWD Booster Bo	X :	225.00	180.00 ▲	118.00
1st Ed. Yugi Starter Dec 1st Ed. Kaiba Starter Dec	ck k	33.75 35.00	27.50 ▲ 30.00 ▲	17.50
1st Ed. BEWD Booster	Pack	8.90	8.30▲	5.80
1st Ed. Foil Card Multip Unlimited BEWD Set		2.00	2.00 373.75▲	1.80
Unitd. BEWD Starter Br	OX.	176.25	45.00 ▲	121.25
Unitd. BEWD Booster E	r gox .	176.25 1 25.75	137.50▲ 21.50▲	96.25
Unltd. Yugi Starter Dec Unltd. Kaiba Starter De	ck	26.25	21.50	17.00
Unitd. BEWD Booster F Unitd. Foil Card Multipl	ack	7.30 1.90	6.00	4.60
"SECRET" ULTRA RARI	S	UPR	1.80 A	1.60 LOW
Gaia the Dragon		46.00	24.00	01.05
Champion (L125) Tri Horned Dragon (L00	00)	46.00 23.75	34.00 20.00	21.25
UNLIMITED CARDS (% 1	st ED	L) UPR	MED	LOW
Ultra-Rare card Super-Rare card		90% 90%	80% A 80% A	70% 70%
Rare card		80%	70% ▲	60%
Common card Fixed card		80% 80%	50% ▲ 50% ▲	50% 50%
CARD	RA		MED	LOW
Ancient Elf (Y024)	X	0.90	0.50	0.50
Ancient Telescope (K039 Ansatsu (Y016)) X X	1.00 0.90	0.70 A 0.50	0.50
Aqua Madoor (L027)	R	5.40	4.00▲	3.00
Armaill (L079) Armed Ninja (L106)	C R	0.50 5.40	0.50 A 4.00 A	0.30 3.00
Armored Starfish (L116)		0.50	0.50▲	0.30
Baron of the Fiend Sword (Y036)	Χ	0.90	0.50	0.50
Basic Insect (L008)	C	0.50	0.50	0.30
Battle Ox (K005) Beast Fangs (L041)	X	0.90	0.50 0.50	0.50
Beaver Warrior (L064) Beaver Warrior (Y005)	C	0.50	0.50▲	0.30 0.30
Beaver Warrior (Y005)	X	0.90	0.50	0.50
Blue-Eyes White Dragon (L001)	UR	48.75	35.00▲	17.50
Blue-Eyes White Dragon (K001)	UR	23.25	16.50▲	15.00
Book of Secret Arts (L043) Book of Secret	С	0.70	0.50▼	0.30
Arts (Y021)	χ	0.90	0.50	0.50
Card Destruction (Y042) Castle Walls (K049)	C	0.70 1.00	0.50▼ 0.70▲	0.30 0.50
Castle Walls (Y049)	Χ	1.00	0.70	0.50
Celtic Guardian (L007) Celtic Guardian (Y009)	SR X	11.50 2.10	9.00▲ 1.00	6.50 0.60
Change of Heart (Y032		2.90	0.80	0.50
Charubin the Fire Knight (L015)	R	5.40	4.00▲	3.00
Claw Reacher (Y018)	Χ	0.90	0.50	0.50
Curse of Dragon (L066)	SR	16.50	10.00	6.50
Curse of Dragon (Y008) D. Human (K030)	X	5.10 0.90	1.80 ▼ 0.50	0.60
Dark Assassin (K015)	Χ	0.90	0.50	0.50
Dark Energy (L088) Dark Energy (K020)	C	0.70 1.00	0.50 ▼ 0.70▲	0.30 0.50
Dark Gray (L011)	С	0.50	0.50▲	0.30
Dark Hole (L052) Dark Hole (K022)	SR X	13.25	7.80 v	6.40 0.60
Dark Hole (Y022)	X	3.50	1.50 ▼	0.60
Dark King of the Abyss (L020)	С	0.50	0.504	0.20
Dark Magician (L005)	UR	36.25	0.50▲ 20.00▲	0.30 15.00
Dark Magician (Y006)	UR	22.50	15.00	12.75
Dark Titan of Terror (K014)	Χ	0.90	0.50	0.50
Darkfire Dragon (L019)	R	5.90	5.30▲	3.50
Darkworld Thorns (L114)	С	0.50	0.50▲	0.30
De-Spell (K035)	Χ	1.00	0.70	0.50
De-Spell (Y029) Destroyer Golem (K028	X) X	1.00	0.70	0.50 0.50
Dian Keto the		0.90	0.50	
Cure Master (Y023)	C	2.50 0.50	0.80A 0.50A	0.50
Dissolverock (L031) Doma The Angel				
of Silence (Y015) Dragon	X	0.90	0.50	0.50
Capture Jar (L045) Dragon	R	5.30	3.80▲	3.00
Capture Jar (Y044)	X C	1.40 0.70	1.00	0.60
Dragon Treasure (L092 Dragon Zombie (Y014)	X	0.70	0.50 v 0.50	0.30 0.50
Dragoness the Wicked				
Knight (L086)	R	5.40	4.00▲	3.00

Enchanting	0.50	0.504	0.00	1
Mermaid (L084) C Exodia the Forbidden		0.50▲		
One (L124) UI Feral Imp (Y002) X		47.50 ▲ 0.50	0.50	
Fiend Reflection #2 (L021) C		0.50▲	0.30	
Final Flame (L100) Firegrass (L018) C		3.50 V 0.50 A	3.00 0.30	1
Fireyarou (L085) C Fissure (L057) F	0.50	0.50▲	0.30	
Fissure (K032) X	1.40	4.00▲ 1.00	0.60	
Fissure (Y026) X Flame Ghost (L029) F		1.00 ₹	0.60 3.00	١
Flame Manipulator (L016) C	0.50	0.50	0.30	
Flame Swordsman (L003) SI		8.00	6.50	l
Flower Wolf (L107) P	5.00	3.30▼	3.00	
Forest (LU46)	0.70	0.60 ▼ 0.50 ▲	0.50 0.30	
Frenzied Panda (L081) C Fusionist (L022) R		0.50▲	0.30 3.00	
Gaia The Fierce Knight (L006) UI	R 28.00	20.00▲	12.75	
Gaia The Fierce Knight (Y007)		1.50 ▼	0.60	l
Giant Soldier of Stone (L068)				ı
Giant Soldier of		5.00▲	3.50	1
Stone (Y013) X Goblin's Secret		1.00	0.60	
Remedy (L099) R Gravedigger		3.50▲	3.00	
Ghoul (L065) R Great White (Y011) X		3.50▲ 0.50	3.00 0.50	
Green Phantom				0.00
Gyakutenno		0.50		
Megami (K011) X Hane-Hane (L110) R	5.40	0.50 4.00	0.50 3.00	
Hane-Hane (K046) X Hard Armor (L074) C	2.50 0.50	1.00 ▼ 0.50 ▲	0.60	
Hinotama (L056) C	0.70	0.50▲	0.30	
Hinotama Soul (L026) C Hitotsu-Me Giant (L002) C	0.50	0.50▲ 0.50▲	0.30	0,00
Hitotsu-Me Giant (K002) X Invigoration (K021) X		0.50 0.70	0.50	
Judge Man (K007) X Just Desserts (K040) X	0.90	0.50 0.70	0.50 0.50	0,00
Kagemusha of the Blue Flame (L028) C		0.50	0.30	00000
Karbonala Warrior (L067) R	5.30	3.80▲	3.00	3
King Fog (L036) C Kojikocy (K009) X Koumori Dragon (K006) X	0.50	0.50 A 0.50	0.30 0.50	0,00
Koumori Dragon (K006) X Kumootoko (L082) C	1.00	0.80 ▼ 0.50 ▲	0.50 0.30	3
Kurama (L039) C	0.50	0.50	0.30	,
La Jinn the Mystical Genie of the Lamp (K026) X	1.00	0.80▼		3
Larvas (L073) C Laser Cannon	0.50	0.50▲	0.30	9
Armor (L089) C Last Will (Y039) X		0.50 V 0.70 A	0.30 0.50	
Left Arm of the Forbidden One (L123) UI	R 41.50	32.50▲	17.50	٠
Left Leg of the Forbidden	R 41.50	32.50▲		1
Legendary Sword (LU40) C	0.70	0.50▼	0.30	1
Lesser Dragon (L113) C Lord of D. (K041) C	0.50 0.70	0.50 ▼	0.30 0.30	
Machine Conversion Factory (L096) C		0.50▼	0.30	-
Magical Ghost (Y025) X Mammoth	0.90	0.50	0.50	1
Graveyard (L009) C Mammoth	0.50	0.50▲	0.30	
Gravevard (Y010) X		0.50	0.50	1
Man Eater (L075) C Man-Eater Bug (L108) SF	9.50	0.50 ▲ 7.80 ▼	0.30 6.40	
Man-Eating Treasure		1.00	0.60	
Chest (Y037) X Masaki the Legendary	0.90	0.50	0.50	
Swordsman (L038) C Master & Expert (K016) X	0.70 0.90	0.50▲ 0.50	0.30 0.50	1
Meda Bat (L083) C	0.50	0.50▲	0.30	1
Metal Dragon (L102) R Misairuzame (L111) C	0.50	5.30▲ 0.50▲	3.50 0.30	1
Monster Fag (L017) C	0.50 R 25.50	0.50 A 15.00	0.30 14.25	
Monster Reborn (K036) X	R 25.50 4.30 4.30	1.50 ▼	0.60	į
Widulitalli (L040)	0.70	1.50 ▼ 0.50▲	0.60	l
M-Warrior #1 (L076) C M-Warrior #2 (L077) C	0.50 0.50	0.50▲ 0.50▲	0.30 0.30	Į
Mysterious Puppeteer (K043) X	0.90	0.50	0.50	l
Mystic Clown (K018) X Mystic Clown (Y019) X	0.90	0.50	0.50 0.50	1
Mystic Horseman (K012) X	0.90	0.50	0.50	1
Mystical Elf (L062) SF Mystical Elf (Y001) X	9.50 2.00	7.80 v 1.50 v	6.40 0.60	1
Mystical Moon (L094) C Mystical Sheep #2 (L037) C	0.70 0.50	0.50 ▼ 0.50 ▲	0.30 0.30	١
Nemuriko (L013) C Neo the Magic	0.50	0.50	0.30	1
Swordsman (Y035) X	0.90	0.50	0.50	1
Ogre of the Black Shadow (K019) X	0.90	0.50	0.50	1

One-Eyed Shield Dragon (L087)	С	0.50	0.50▲	0.30
Ookazi (K023)	Χ	1.00	0.70▲	0.50
Pale Beast (K031) Petit Angel (L025)	X	0.90	0.50 0.50	0.50
Petit Dragon (L024)	C SR	0.50	0.50▲	0.30
Polymerization (L059) Pot of Greed (L119)	R	7.80	8.00 6.30▲	6.50 3.60
Power of Kaishin (L044) Raigeki (L053)	C SR	0.70 13.75	0.50▼ 9.00▲	0.30 6.50
Raise Body Heat (L097)		0.70	0.50▼	0.30
Ray & Temperature (L035)	С	0.50	0.50▲	0.30
Reaper of the Cards (L071)	R	5.10	3.50▲	3.00
Red Medicine (L054) Red-Eyes Black	C	0.70	0.50▲	0.30
Dragon (L070) Reinforcements (K038)	UR X	43.75 1.00	31.50 ▲ 0.70 ▲	17.00 0.50
Reinforcements (Y031)	Χ	1.00	0.70▲	0.50
Remove Trap (L060) Remove Trap (K048)	C	0.70 1.00	0.50▲	0.30
Remove Trap (Y048) Reverse Trap (K047)	X	1.00	0.70▲	0.50 0.50
Reverse Trap (K047) Reverse Trap (Y047)	χ	1.00	0.70▲	0.50
Right Arm of the For- bidden One (L122)	UR	44.25	33.50▲	17.50
Right Leg of the For- bidden One (L120)	UR	44.25	33.50▲	17.50
Rogue Doll (K008) Root Water (L032)	X	0.90 0.50	0.50 0.50	0.50 0.30
Rude Kaiser (K027)	Χ	0.90	0.50	0.50
Ryu-Kishin (K003) Ryu-Kishin	Χ	0.90	0.50	0.50
Powered (K024) Sand Stone (L109)	X	0.90 0.50	0.50 0.50	0.50 0.30
Silver Bow and				
Arrow (L091) Silver Fang (L010)	C	0.70 0.50	0.50▼ 0.50▲	0.30
Silver Fang (Y012) Skull Red Bird (L105)	C	0.90	0.50 0.50	0.50
Skull Red Bird (K029)	Χ	0.90	0.50	0.50
Skull Servant (L004) Sogen (L049)	C	0.50 0.70	0.50▲ 0.50▲	0.30
Sogen (K045) Sorcerer of the	Χ	1.00	0.70▲	0.50
Doomed (Y038)	X	0.90	0.50	0.50
Soul Exchange (Y041) Sparks (L055) Spike Seadra (L103)	SR C	8.40 0.70	7.80▼ 0.50▲	6.40 0.30
Spike Seadra (L103) Spirit of the Harp (L078)	C R	0.50 5.00	0.50▲	0.30 3.00
Steel Ogre Grotto #1 (L112)	С	0.50	0.50▲	0.30
Stop Defense (L095)	R	5.40	4.00▲	3.00
Succubus Knight (L117) Summoned Skull (Y004)	C	0.50 3.80	0.50▲ 2.00	0.30
Sword of Dark Destruction (Y020)	Χ	1.40	0.80	0.50
Swords of Revealing Light (L101)	SR	11.50	8.80 🛦	6.40
Swordstalker (K025)	Χ	0.90	0.50	0.50
Terra the Terrible (L080) Terra the Terrible (K013)	C	0.50	0.50▲ 0.50	0.30
The 13th Grave (L014) The Flute of Summon-	С	0.50	0.50▲	0.30
ing Dragon (K042) The Furious Sea	SR	8.30	7.30▲	6.30
King (L033)	С	0.50	0.50▲	0.30
The Inexperienced Spy (K037)	Χ	0.90	0.50	0.50
The Stem Mystic (Y033) The Wicked Worm	Χ	0.90	0.50	0.50
Beast (K004)	X SR	0.90 8.00	0.50 7.80 ▼	0.50
Trap Hole (L058) Trap Hole (K033)	Χ	1.90	1.30 V 1.30 V	6.40 0.60
Trap Hole (Y027) Trap Master (K044)	X	1.90	1.30 ▼ 0.70 ▲	0.60 0.50
Trap Master (K044) Trap Master (Y043) Tripl of Mall (1919)	Χ	1.00	0.70▲	0.50
Trial of Hell (L012) Tripwire Beast (L104)	C	0.50	0.50▲ 0.50▲	0.30
Turtle Tiger (L023) Two-Mouth	С	0.50	0.50▲	0.30
Darkruler (L030) Two-Pronged	C	0.50	0.50▲	0.30
Attack (L061) Two-Pronged	R	5.10	3.50▲	3.00
Attack (K034)	Χ	1.00	0.80▲	0.50
Two-Pronged Attack (Y028)	Χ	1.00	0.80	
Tyhone (L063) Ultimate Offering (K050)	C	0.50 1.40	0.50▲ 0.80▲	0.30 0.50
Ultimate Offering (Y050) Umi (L050)	X	1.40 0.70	0.80	0.50 0.30
Unknown Warrior			0.50	
of Fiend (K017) Uraby (L069) Uraby (K010)	C	0.90	0.50 0.40▲	0.50 0.25
Uraby (K010) Vile Germs (L090)	C	0.90 0.70	0.50 0.50▼	0.50 0.30
Violet Crystal (L042)	С	0.70	0.50 ▼	0.30
Wall of Illusion (Y034)	X	0.90	0.50 0.50	0.50 0.50
Wasteland (L047) Winged Dragon, Guardian of	C	0.70	0.50▲	0.30
the Fortress #1 (Y003)	Χ	1.00	1.00	0.60
Witty Phantom (L072) Witty Phantom (Y017) Yami (L051)	C	0.50	0.50▲ 0.50	0.30
Yami (L051) Yami (Y045)	C	0.70 1.00	0.50A 0.70A	0.30 0.50
Total			630.40▲4	





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Yu-Gi-UL! JAPANESE EDITIONS

















Tournament winners share their victories



Elizabeth Hopper (15) - Mar. 8

The Outpost, Taylors, SC Dragonball Z Swiss - 20 participants 2nd: Danny Bolbolan (22) 3rd: Ben Dragonball Z Swiss - 20 participan
2nd: Danny Bolbolan (22) 3rd: Ben
5ntiffler (18) 4th: Chris Walker (14)
x Piccolo The Trained
x Piccolo Trunks Saga Lv. 2
x Piccolo Earth's Protector
x Nameklan Style Mastery
x Earth Dragonballs 1-7
x Forebolding Evidence
x Make a Wish
x Frieza is Ready
x Namekian Focusing Effort
x Android 18, Android Saga
x Captain Ginya
x Expectant Trunks
x Don't You Just Hate That
x Winter Countryside
x Master Rosh's Island
x Vegeta's Oulckness Drill
x Namekian Preparation Drill
x Namekian Preparation Drill
x Rosh Advice
x Straining Floating Attack Move
x Android 1s's Energy Burst
x Straining Floating Attack Move
x Android 1s's Energy Burst
x Straining Dulburst Hovo
x Straining Dulburst Hovo
x Straining Dulburst Hovo
x Straining Dulburst Hovo
x Straining Dulburst Hovo
x Straining Dulburst Hovo
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x Straining Dulburst Hovo
x Straining Dulburst Hovo
x Straining Dulburst Hovo
x Straining Dulburst Hovo
x Straining Straining Straining
x Namekian Frencant
x Android 1s's Energy Sphere
x Namekian Regeneration
x Frieza Smiles
x Buttle Pausing
x Cell's Defense
x Time is a Warrior's Tool
x Super Sayan Effect
x Vegeta's Physical Resistance

- Frieza Smilles
 Dream Fighting
 Cell's Defense
 Frieza's Force Bubble
 Time is a Warrior's Tool
 Super Salyan Effect
 Vegeta's Physical Stance
 Nappa's Physical Resistance
 Nappa's Energy Aura
 Namekina Energy
 Namekina Fist Block

Anil Damani (18) - Mar. 29

The Outpost, Taylors, SC Dragonball Z Swiss - 22 participants 2nd: Dennis Gillian (21) 3rd: Ben Shiffler (18) 4th: Scott Cely (11)

Andrew C. Hopper (21) - Apr. 5
The Outpost, Taylors, SC
Dragonball Z Swiss (S) - 17 participants
2nd: Ben Shiffer (19) 3rd: Billy Schmidt (21) 4th: Josh Thomas (11)

Nathan Shiffler (17) - Apr. 12

The Outpost, Taylors, SC Dragonball Z (S) - 12 participants 2nd: Ben Shiffler (19) 3rd: Danny

- Bolibolan (21) 4th: Patrick O'Connell (17)
 3x Red Offensive Stance
 3x Red Eyelaser Assault
 3x Red Sidekick
 3x Red Energy Blast
 1x Nappa's Physical Resistance
 3x Android 20 is Caught Off Guard

Android 19's Distress
Straining Focusing Move
Red Knife Hand
Red Blocking Hand
Red Energy Shield
Cells Power Drain
Trunks Swiftly Moving
Android 20 Absorbing Drill
Gohan's Energy Defense
Red Shattering Leap
Red Knee Bash
Frieza is Ready
Drills are for the Weak
Red Power Rush
Android 16
Captain Ginyu's Energy Attack
Red Light Ginyu's Energy Attack
Red Light Glod Observation
Red Light Glod Observation
Red Light Rick
Red Light Rick
Red Light Red

Red Lightning Stasii Enraged Red Flight Time is a Warriors Tool Vegeta's Physical Stance Chiaotzu's Physical Halt

Gigi Giacomelli (33) - Mar. 16 La Grotta Di Merlino, Brescia, Italy Lord of the Rings Constructed (S) - 8

ord of the Rings Constructed (S articligants Trodo, Reluctant Adventurer
The One Ring, Isidur's Bane
(Prancing Pony
(Weatherhills
Kord of Bruinen
Moria Lake
The Bridge of Khazad-Dum
Galadriel's Glade
C Anduin Confluence

Anduin Confluence
Pillars of the Kings
Summit of Amon Hen
Legolas, Greenleaf
Arwen, Daughter of Eirond
Aragorn, King in Exile
Boromir, Lord of Gondor

Boromir, Lord of Gondor
Deflance
The Tale of Gil-Galad
Gwemegil
The Seen and the Unseen
No Stranger to the Shadows
Vallant Men of the West
Armor
Swordsman of the Northern Kingdom
The Saga of Elendil
Ranger's Sword
Aragorn's Bow
Athelas

Athelas
Sting
Hobbit Stealth
Blade of Gondor
Sentinels of Numenor
Relentless Charge
Morgul Gates
All veils Removed
Blade Tin

Blade Tip Black Breath

Black Breath
Morgul Blade
Beauty Is Fading
Ulaire Cantea
Ulaire Enquea
Ulaire Lemenya
Ulaire Nelya
Ulaire Nertea

3x Morgul Skulker 3x In the Ringwraith's Wake 1x The Balrog, Durin's Bane

Mike Blumberg (32) - Apr. 13 Wonder Water, St. Petersburg, FL Lord of the Rings Constructed Swiss (S)

2nd: Trek Barnes (18) 3rd: Cynthia hart (47) 4th: William Bramer (18)





Jessie Tangreen (21) - Apr. 6 Wizards of the Desert, Moab, UT M:TG Type I (S) - 16 participants 2nd: Devin Soli (21) 3rd: Jason Carey (22) 4th: Laurie Thomas Shelton (20)



Jimmy Schroeder (16) - Apr. 6 Fan-Quest, Yuma, AZ M:TG Chaes Melee - 16 participants



Charlie Johanson (15) - Mar. 30 The Outpost, Taylors, SC Mage Knight Swiss - 6 participants

2nd: Mike Winters (19) 3rd: Bryan Williams (15) 4th: David Rhodes (18)

Peter Shoun (14) - Apr. 6 The Outpost, Taylors, SC Mage Knight Swiss - 6 participants 2nd: David Rose 3rd: Charlie Johanson

2nd: David Rose 3rd: Charlie Joh
4th: Mike Winters

x Barber-Surgeon (weak)

x Pyre Spirii

Technomaner (weak)

technomaner (tough)

Half-troil Hacker (weak)

Half-troil Hacker (tough)

Half-troil Hacker (tough)

Colem Guardsman (tough)

Willow Nock

1x Standard Bearer (weak) 1x Faith Healer (weak) 1x Kretch Dartcatcher

Berserker (tough) Clurch Piper (weak



Dave Wheetley (31) - Apr. 13 Cyclops Lair Games and Comics, Logansport, IN
Mage Knight Campaign (S) - 10 participants

Kyle Blassengale (14) - Apr. 13 The Outpost, Taylors, SC Mage Knight Swiss - 6 participants 2nd: David Rose 3rd: Vince Celey 4th: Scotty Moody

Jeremy Hammar - Apr. 20 UniCon Game Faire, Merrimack NH Mage Knight Sinister Sealed Booster (S)
- 29 participants 2nd: Tony Faber

Keith Marston (22) - Apr. 28 Collectors Paradise, Fresno, CA Mage Knight Sealed Deck Swiss (S) - 7 participants

2nd: Don Warmuth (33) 3rd: Mike

2nd: Jon Warmun (33) ord: mike Grossman (15) 4th: Eli Houston (28) 2x Magestone Lord (weak) 1x Fighting Antomaton (standard) 1x Corrupted Priest (standard) 1x Warrior Sprite (standard) 1x Death Merchant (standard) 1x Elven Recruit (tough)





Brandon Martinez (14) - Mar. 23 Fan-Quest, Yuma, AZ

Ben Richardson (15) - Apr. 6 The Outpost, Taylors, SC Pokemon Swiss - 6 participants 2nd: Toney Ford (11) 3rd: Kyle Blassengale (14) 4th: Ben Ogle (19) 1x Nightly Garbage Run 3x Potion

1x Professor Elm
2x Energy Removal
2x Erika
4x Plus Power
2x Berry
2x Gust of Wind
3x Computer Search
3x Item Finder
2x Professor Oak
2x Erika Jigglypuff
2x Ditto
2x Scyther
3x Grimer
3x Grimer
3x Oark Muk
3x Double Colorless Energy
2x Park Energy
2x Ark Energy
3x Rainbow Energy
13x Grass



Jose Esquerra (21) Fan-Quest, Yuma, AZ Pokemon Box set I-Gym II



Sebastian Ehrhard (28) - Apr. 13 Hadewe GmbH, Hannover, Germany Star Wars Swiss (S) - 9 participants 2nd: Chris Menzel (33) 3rd: Dirk Friedrichs (30) 4th: Ralf Wachowiak (30)



Scott Celey (11) - Apr. 13 The Outpost, Taylors, SC Yu-Gi-Oh! Swiss - 6 participants 2nd: Mathew Guitreau (14) 3rd: Kyle

2nd: Mathew Guitreau (14) 3r
Coleman (13) 4th: Jeff
2x Trap Hole
3x Monster Reborn
1x Dark Energy
2x Trap Master
2x Change of Heart
3x Blue-Eyes White Dragon
1x Ryu-Kishin Powered
1x Sword Stalker
1x Mystleal Elff
1x Rogue Doll
1x Invigoration
1x Ookazi
1x Battle Ox
1x Card Destruction
1x Gala the Fierce Knight
1x Curse of Dragon
1x Pot of Greed
1x Dragon Capture Jar



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CONSORTIUM 2002 Radisson @ Hobby Airport. Over 4500 sq. feet of gaming including Decipher-sanc-

SCRYE

tioned Star Wars, Star Trek, and LOTR tourneys. Plus writers workshop, dealer's room, art room, masquerade dance and anime room. Proceeds benefit The Bay Aria Turning Point. For more information, visit www.con-sortium.org, e-mail info@con-sortium.org, or call Horizon Games at (281) 286-9282.

VERMONT Burlington

June 21, 22, and 23, 2002

BAKURETSU CON Sheraton Inn, 870 Williston Rd, RPGs. miniatures, CCGs, boardgames, more. Mage Knight, Magic, DragonBall Z and L5R sanctioned tournaments. Art contest, anime music video contest and anime cosplay and costume contest. Magic Type 2 tournament with separate admission. Prizes for all tournaments and contests. See website for details and admission prices: www.bakuretsucon.org. Contact: Valerie Lafleche (802) 877-2647 or write: Bakuretsu Con, P.O. Box 44, Vergennes, VT 05491

VIRGINIA

McLean 1st Sunday of Every Month COMIC, TOY & CCG SHOW

Tysons Corner Holiday Inn, 1960 Chain Bridge Rd. (exit 11 S./Rte. 123 off I-495). M:TG & other gaming cards, comics, anime, non-sport cards, original artwork, figures, dealers, etc. 10 a.m. to 4 p.m. Contact: Capital Associates, 7952 Arden Ct., Vienna, VA 22027. Jeff Rocen (703) 912-1993, comicshow@aol.com

WASHINGTON Wenatchee

July 12 - 14, 2002 REBELCON

Wenatchee Sports Cards, 1006 Springwater. Star Wars CCG Swiss Constructed, Open, and Team; LOTR single and multiplayer tournaments; "Blast from the Past" (Prem and ANH only) tournaments. Contact: Gary Page (509) 663-7726, katmae59@aol.com





LOOKING FOR A PLACE TO PLAY?

ALABAMA

Athens
Sat. - WWF, M:TG Type I, (S), \$5, 2:30 p.m.
Sat. - DragonBall Z, (S), \$5, 12:15 p.m.
Sat. - Harry Potter, \$5, 10:30 a.m.
Sat. - M:TG Type I, (S), \$5, 2:30 p.m.
All-Star Comics & Cards, 210 South Jefferson Street

(256) 232-9193 Frogzilla007@yahoo.com

Mon, Tues., Thurs., Fri. - Game Night - Highlander, DBZ, WWF, etc., 5-8 p.m. Wed. - Warlord league, \$3 one-time fee, 5-8 p.m.

National State, Value of the State, Value of State, Value of Sat. - Wage Knight, \$3, 12-4 p.m. and Sat. - Buffy constructed, prizes, \$3, 12-4 p.m. 4th Sat. - Harry Potter constructed, prizes, \$3, 12-4 p.m.

1st & 2nd Sat. - Trade Night - door prizes, prizes for highest \$\$ card pulled and for purchases, 6-8 p.m. Sat. - LOTR league, \$5 one-time fee, 5-8 p.m. Sun. - M:TG constructed, \$5, 1-5 p.m. M & R Ball Cards & Gaming, 5450 Cottage Hill Road, (251)661-4146 MR5450@aol.com

CALIFORNIA

Burbank

Sat. - M:TG (S), call for format, \$5 or depending on format, 2 p.m

Kings Comics & Games, 420 Glenoaks Blvd. (818) 562-

kingscomics@cs.com, www.kingscomicsandcards.com

Fri. - Buffy league (S), \$3, 6:30 p.m. Fri. - M:TG Type 2 (S), \$5 (incl. free pack), 6 p.m. San. - WPF Belt Tournaments & league, (S), 2 p.m. Sun. - WWF Belt Tournaments & league, (S), 2 p.m. Sun. - DragonBall Z constructed (call for type), \$5, 12 noon

Kings Comics & Games 2, 1604 W. Olive Ave.(818) 954-0121 kingscomics@cs.com, www.kingscomicsandcards.com

Eagle Rock

1st Sat. - Star Trek Swiss (S), \$3, 1 p.m. Sat. - M:TG Type 2 (S), \$5, 1 p.m. Games and Cards.com, 1716 Colorado Blvd., (323) 341-5611 tournaments@gamesandcards.com www.gamesandcards.com

Mon. - Mage Knight (\$), \$2, 6:30 p.m. Go-Getter's Pizza, 1489 Beach Park Blvd. - organized by

Gator Games (650) 571-7529 GetorGemes@aol.com, www.gatorgames.com

Industry
Wed. - M:TG draft, 5 p.m.
Wed. - Mage Knight, 5 p.m.
Sat. - M:TG draft, Type 2, (S), \$5, 10 a.m.
Frank & Son Collectible Show, 19649 San Jose Ave. (909) 444-7955

(909) 444-7955

Redwood City

Wed. - M:TG draft (\$), \$15, 5 p.m.

Wed. - M:TG draft (\$), \$15, 5 p.m.

Wed. - DragonBall Z constructed (\$), \$2, 6:30 p.m.

Wed. - Mage Knight constructed (\$), \$2, 6:30 p.m.

Wed. - Mage Knight constructed (\$), \$2, 6:30 p.m.

Wed. - Pokemon constructed (\$), \$2, 6:30 p.m.

Wed. - Buffy, WWF, LOTR, \$2, 5 p.m.

Pizza and Pipes, 851 Winslow St., organized by Gator Games (650) 571-7529

detorGenee@eol.com, www.gatorgames.com

Saccamento

Sacramento

June 2 - HeroClix sealed (S), Cost of Starter, noon Great Escape Games, 1537 Howe Ave #200, (916)927-0810. Gary@Greatescapegames.com Greatescapegames.com

San Diego Last Sat. - LOTR (S), \$5, 1 p.m. Game Keeper University Towne Center, 4465 La Jolla

Village Drive #138. nutncor@yahoo.com

San Mateo

Thurs. - M:TG Type 2 (S), \$5, 4 p.m.
Thurs. - Mage Knight, \$3, 4 p.m.
Gator Games, 4212 Olympic Ave.
GetorGames@aol.com, www.gatorgames.com

Saugus

Fri. - M:TG, various types, (\$), \$10 - prizes, 7:30 p.m. Fri. - Mage Knight draft (\$), \$10, prizes, 7:30 p.m. Fri. - Mage Knight, Type I, Type 1.5, Type 2, sealed, draft, (\$), \$10-prizes, 7:30 p.m.

Fri. - M:TG, Type I, Type I.5, Type 2, sealed, draft, (S), \$10-prizes, 7:30 p.m.
Perfect Game, 27653 Bouquet Canyon Rd. (In Albertson's Center) (661) 263-7770. prfct@ame@aol.com

COLORADO

Weekly e-mail listing of Star Trek, Young Jedi, Jedi Knights, and LOTR tournaments statewide. To be added, e-mail Spock6@ix.netcom.com

Englewood 2nd, 4th Sat. - Star Trek, format varies, 1 p.m. Clockwork Comics and Games, 2824 South Broadway, (303) 781-6166. jpowers@pair.com

Littleton

Sun. - Pokemon Swiss (S), \$4, 11 a.m. Sports Cards Etc., 151 W. Mineral #104, (303) 707-1127 sportscardsetal@aclcom, www.sportscardseta.com

Sat. - LOTR league, 6-10 p.m. CollectorMania, 17892 Cottonwood Dr., (303) 766-3530. CCGNews@acl.com

CONNECTICUT

June 2 - Mage Knight draft, \$15, 8 a.m. Runecon, 400 New Britian Ave., (610) 205-0937 xchekk@eol.com

DELAWARE

June 29 - LOTR Delaware Territorial Open Championship, constructed (\$) Swiss, 6 rounds, \$15, 11 a.m. The Days of Knights, 173 East Main Str., (302)366-0963. com, www.daysofknights.com

FLORIDA

Coral Gables

Mon. - LOTR league, 6-10 p.m. Tues. - LOTR league, \$10 one-time fee, 5-8 p.m. June 8 - LOTR constructed (S), 11 a.m. registration,

June 9 - Star Trek constructed (S), 11 a.m. registration, 12 p.m. start

June 15, 16, 23 - LOTR Realms/Elf Lords sealed pre-

Telease, 12 p.m.
Outland Station, 6791 Red Road, (305) 661-4466
Galonso_netrox@paloo.com
St. Petersburg
June 8 LOTR constructed Swiss (S), \$4, 1 p.m.

June 22 - LOTR constructed Swiss (S), \$5, 1 p.m. July 13 - LOTR constructed Swiss (S), \$4, 1 p.m. Wonder Water, 4341 66th St N, (727)544-5338

June 22 - LOTR State Territorials (S), \$15, 9 a,m. reg-

istration, 10 a.m. start Magic Dragon Games, 6746 Glenwood, (208) 375-9562 Raideristl @yahoo.com or gummidemon@yahoo.com

ILLINOIS

Brookfield

Sat. - Mage Knight constructed (S), \$20, 7 p.m.
Sat. - Mage Knight constructed (S), \$5, 12 p.m.
Sun. - M:TG Type 2 (S), \$5, 12 p.m.
The Gaming Depot, 3704 Grand Blvd., (708) 387-2556
retiman@hegamingdepot.com
www.thegamingdepot.com

Carbondale

Sun. - M:TG sealed (S), \$5, 12:30 Sun. - M:TG Type 1 (S), \$5, 12:30 Sun. - M:TG Type 1.5 (S), \$5, 12:30 Sun. - M:TG sealed (S), \$20, 12:30 Sun. - M:TG sealed (S), \$20, 12:30 Castle Perilous Games, 715 S. University, Suite 203,

(618) 529-5317. castlep@aol.com Glenview

Stein View Fri. - M:TG Type 2, (S) \$5, 7 p.m. Sat. - M:TG sealed (S), \$20, 6 p.m. 1st Sun. - M:TG 14 and under Extended (S), \$5

TOURNAMENT & WINNERS LISTINGS IN SCRYE ARE

Retailers & tournament directors: for information e-mail scryetour@krause.com

3rd Sun. - Star Wars, \$5, 12 noon
Pastimes, Inc., 1723 Glenview Rd. (847) 724-9636

Lindenhurst

Lindenhurst
Fri. - Dragonall Z Swiss, \$3, 4:30 p.m.
Fri. - M:TG Type 2, Swiss (S), \$3, 7 p.m.
Sat. - Pokémon Swiss, \$3, 12 noon
Sat. - Mage Knight Swiss, \$3, 3 p.m.
Sun. - M:TG Type 2, Swiss, \$3, 2 p.m.

Sun. - M:TG draft, Swiss, \$10, 2 p.m.
June 8 - M:TG Judgement sealed, \$100, 6 p.m. Prizesl
All-Star Sports Cards & More, 2132 E Grand Ave (847)

Lyons

Lyons
Tues. - M:TG Swiss, free, 5 p.m.
Thurs. - Mage Knight Swiss (S), \$3, 5 p.m.
Alt. Fri. - M:TG Graft (S), \$13, 5 p.m.
Alt. Fri. - M:TG Type 2 (S), \$3, 6 p.m.
Crazy Card & Comics, 7929 Ogden Ave., (708) 447-PROS. Crazycard@dotplanet.com

Niles

NTICE Thur. - M:TG Type 2 (S), \$5, 7 p.m.
Thur. - M:TG draft (S), \$14, 7 p.m.
Fri. - M:TG draft (S), \$14, 7 p.m.
Fri. - Mage Knight (S), 7 p.m.
2nd Sat. - Star Trek (S), \$5, Noon 3rd Sat. - M:TG 14 and under Extended (S), \$5 3rd Sat. - Babylon 5 (S), \$5, Noon 3rd Sat. - WWF (S) 1st Sun. - Star Wars (S), \$5, Noon Tax Jun. - Stat Wals (3), 53, Noon 3rd Sun. - Legends of the Five Rings (8), Noon June 8 - Star Wars Swiss (8), \$10, 11 a.m. Pastimes, 8478 Golf Road, (847) 470-9636 info@pestimes.net, www.pestimes.net

Tues. - M:TG Type 2 (S) thru July & Aug., \$10, 6 p.m. Sat. - M:TG, Type 2, (S) thru July & Aug., \$10, 6 p.m. Windy City Comics - Golf Mill Mall, 321 Golf Mill Center, (847) 299-9944. thebarda@aol.com

Stickney
Tues. - M:TG Arena, \$3, 5 p.m.
Wed. - M:TG draft (S), \$7, 4 p.m.
Thur. - Mage Knight Multi-Player (S), \$3, 4 p.m.

Thur. - Mage Knight Muth-Player (5), 33, 4 p.m.
3rd Fri. start Aug. 17 - M:TG, Invasion Block constructed (5), \$3
3rd Fri. start Aug. 24 - M:TG, Type 2 Pairs constructed Teams (5), \$6 a team
Alt. Sat. start Aug. 18 - M:TG Type 2 (5), \$3, 1 p.m.
Alt. Sat. start Aug. 25 - M:TG Extended (5), \$3, 1 p.m.
Crazy Card & Comics, 3908 S. Gunderson Ave. (708) 484-5608. crazycard@dotplanet.com

KANSAS

Emporia

June 22 - Redemption, various, State Level Tournament (S), \$3 open, \$10 sealed, 8:30 a.m. to 9 p.m. Lock, Stock, and Bible (in the Flint Hills Mall), 1674 Industrial Rd., (602) 342-6212 rpgtirector@hotmail.com

Lafayette Sat. - Magi-Nation constructed (S), Free Castle Cards and Comics, 2133 South Fourth Street, (765) 474-1110

Manhattan Fri. - M:TG, 5:30 Sat. - WWF, 6 p.m.

Sat. - Mage Knight, 1 p.m. Wildcat Cards, 1312 Westloop (785) 587-1977

Overland Park

Sat. - M:TG Type 1 (S), \$6, 5 p.m. Collector's Cache, 7317 W. 95th St. (913) 648-0446

Wed. - Pokémon (S), free, 5 p.m Fri - M:TG Type 2 (S), free, 6 p.m. Sun. - M:TG Type 1 (S), \$6, 5 p.m. Sun. - M:TG Type 1 (S), \$6, 4 p.m. Collector's Cache, 10150 W. 119th St. (913) 338-2273

KENTUCKY

Louisville
June 1 - HeroClix Marquee draft, \$15, 4 p.m.
June 1 - Mage Knight 1,500 pt. Conquest (5), \$3, 12 p.m.
June 2 - HeroClix Marquee draft, \$15, 4 p.m.
June 8 - Mage Knight 300 pt. (5), \$3, 12 p.m.
June 22 - Mage Knight 200 pt. (5), \$3, 12 p.m.
June 29 - Mage Knight 400 pt. (5), \$3, 12 p.m.
June 29 - Mage Knight, 400 pt. (5), \$3, 12 p.m.
Book and Music Exchange, 5522 Newcut Rd., (502) 364-8944. bobcjackson@sol.com www.bookandmusicexchange.com

MAINE

SCRYE

Last 2 Fri. - M:TG Friday Night Type 2 or draft (S), 5 p.m. 2nd Fri. - DragonBall Z, (S), 5 p.m. Sat. - Pokemon league, 10 a.m. Sat. - Mage Knight, tournaments vary, 12:30 p.m. Zimmie's, 197 Main St. (207) 783-4450

Silver Springs Sat.- M:TG Type 2 (S), \$5, 11 a.m.-5 p.m. Alliance Comics, 8317 Fenton St., (301) 588-2546

MASSACHUSETTS

Fri. - M:TG draft, Friday Night Magic (S), \$9, 6 p.m. Sat. - M:TG Type 2 (S), \$5, 6 p.m. Lenox Sports Cards & Games, 55 Pittsfield Road, (413) 637-3243. warmcards@berkshire.net

Waltham

Sun.- M:TG sealed (S), 1 p.m. Danger Planet Games, 36 Spruce St, (781)894-6792 www.dangerplanetgames.com

MICHIGAN

Allen Park
Wed. - Mage Knight (\$), \$5, 7 p.m.
Allen Park Sports, 6800 Allen Road, (313) 388-1519
ellenparksports@earthlink.net

Baseball Card City, 6504 28th St. SE, (616) 940-1676 sferris@bbcardcity.com, www.bbcardcity.com

Livonia

Mon. - DragonBall Z, Swiss, constructed & casual play, \$5, 4 p.m.
Thurs. - LOTR Swiss, constructed & league (S), 6 p.m.
Fri. - LOTR constructed (S), 7 p.m.
Sun. - Magi-Nation Swiss constructed, \$5, 1 p.m.

July 4 - M:TG Type 1.5 red, white, & blue decks (S),

July 7 - M:TG Type 2 constructed (S), \$5, 12 p.m. July 14 - M:TG Type 2 draft (S), \$8, 12 p.m. July 20 - WWF constructed (S), \$5, 4 p.m. July 28 - M:TG Type 2 sealed deck (S), \$15, 12 p.m.

RIW Hobbies, 29116 Five Mile Road, (734) 261-7233 Riwhobbies @aol.com, www.riwhobbies.com

Mon./Thurs. - M:TG, \$15; LOTR (S), free; 7-10 p.m. Collector's Corner and the Back Room, 4011 Jefferson Ave. (989) 839-2060. CcornerM@aol.com, ccorner.org

Oxford Fri. - Friday Nite Magic Type 2, 5:30 p.m. Sat. - Pokémon, 9 a.m.

Sun. - Star Treck, 12 p.m. BDC Sports Carts, 605 S Lapeer, (248)969-9021 Wyandotte

Wya. - Mage Knight (S), \$5, 6:30 p.m.
Fri. - Mage Knight (S), \$5, 6 p.m.
Mel's Sports Collectables, 3153 Fort Street, (734) 283-8356.
mmelsport@aol.com, melseportacom

MINNESOTA Falcon Heights

Mon. - LOTR, \$2, 6 p.m Tue. - M:TG tournament & Arena, 5:30 p.m. Wed. - Mage Knight tournament (S), free, 6 p.m.
Thur. - L5R (S), Vampire, WWF tournaments, free, 6 p.m.

Thur. - LOTR (S), \$2, 6 p.m. Sun. - M:TG weekly tournament, call for details, free Source Comics & Games, 1601 W. Larpenteur Ave., (651) 645-0386

bobsource@aol.com, www.sourcecandg.com

Minnetonka

Fri. - Mage Knight, M:TG Type I (S), Harry Potter, 7-11 p.m., \$3, First tourney of month is free. Game Tech, 3311 County Rd. 101, (952) 249-6229 sales@gametech.org, 222.gametech.org

MISSOURI

Columbia

June 22 - Mage Knight draft (S), 3 Day Convention Rates-\$25 Pre-reg through April 30, \$30 at the door, 8 a.m.-noon

June 22 - Mage Knight, Head-to-Head, (S), 3 Day Convention Rates-\$25 Pre-reg through April 30, \$30 at the door, Noon - 4 p.m.

Ramanda Inn Conference Center, 1100 Vandiver Drive, (573) 443-3436 Columbia_game_guild@hotmail.com http://columbia.conjuration.tripod.com/main.htm

June 15 - LOTR sealed (S), Admission: Purchase starter deck and up to two boosters, 1 p.m. Valhala's Gate, 901 E. Nifong Blvd., Suite B. (573) 442-1329 valkyrie@valhallaegate.com, www.valhallaegate.com

Sun. - Mage Knight, \$3 constructed, \$20 draft, 1 p.m. Gamer's PairADice, 115 South Ohio Avenue, (660) 829-4191. Gamers_pairadice@centralcomm.net

St. Louis

St. Louis 1st Fri/June - M:TG sealed (S), \$15, 6:30 p.m. 2nd, 4th Fri/June - M:TG Type 2 (S), \$5, 6:30 p.m. 3rd Fri/June - M:TG draft (S), \$10, 6:30 p.m. Sat.- DragonBall Z, \$3, 12:30

Sat.- Pokémon league w/standard tourney, \$5, 1:30 p.m. Sun.- Star Wars Swiss, \$5, 12:30 All American Collectibles, 6510 Chippewa, (314) 352-7700



NEBRASKA

Lincoln

Mon. - Mage Knight, 6 p.m. Tues - Pokémon, 4 p.m.; Magi Nation, 6 p.m.

Wed. - Open Gaming, 6 p.m. Thur. - Star Wars, 6 p.m. Fri - Pokémon, 4 p.m.; M:TG, 6 p.m.

Sat. - Open Gaming & M:TG tournament (S) Sun. - Pokémon, 12 noon All gaming is free and prizes awarded HobbyTown USA, 220 N. 66th St. (402) 434-5056

NEVADA

Las Vegas Sat. - Mage Knight, Head-to-Head, Team constructed, (S), \$5, 2 p.m

Tim Boal's Comic Oasis, 4250 S. Rainbow #1003, (702) 222-1668. comicoasis@earthlink.com www.comicoasis.com

Henderson

Fri. - M:TG Type 2 constructed (\$), \$5, 5 p.m. Sat. Monthly - L5R Gold constructed, \$5, 12 p.m. Hobby Town USA, 2803 N. Green Valley PKWY, (702)451-4400. vegas

NEW HAMPSHIRE

Somersworth Daily - Open Gaming, free

Wed. July/Aug. - Mage Knight (S), 5 p.m.; DragonBall

Z, 6 p.m.; free Thurs. July/Aug. - M:TG, \$3, 5:30 p.m. Fri. July/Aug. - M:TG, \$3, 5:30 p.m.; Yu-Gi-Oh!, free,

Sat. July/Aug. - HeroClix (S), Mage Knight (S), free, 12 p.m.

Toys from the Attic, 93 Main St., (603) 692-4562

Mon.- M:TG, free, 5:30 p.m. 1st Tues. - WWF (S), free, 5:30 p.m. Fri.-Mage Knight, Dungeons, Head-to Head, Team constructed, (S), free, 5 p.m.
The Paperback Bazaar, 120 Tri-City Plaza, (603) 742-2626.

NEW JERSEY

Paramus

June 1 - Mage Knight draft, \$10, 10 a.m. June 1 - Mage Knight Team constructed, \$10, 4 p.m. Garden State Gamefest/Bergen Mall, Route 4 East, (201) 475-0666. tonyfayes@earthlink.net

NEW MEXICO

Las Cruces

Sat. - M:TG Extended, \$3, 2 p.m.

New Dimensions, (505)521-8156. tonyu@ztenet.com

NEW YORK

Sun. - MK Dungeons (S), \$3, 5:30 p.m. Tues. - Mage Knight (S), \$3, 5:30 p.m. Evernight Games, 3 Center Street, (716) 672-2273 Loudonville

June 1 - M:TG Extended (S), \$1, 6 p.m. June 28 - M:TG Type 2 (\$), \$1, 6 p.m.
Flights of Fantasy, 488 Albany-Shaker Rd., (518) 435-9337.
fot@nyceparr.com

Mastic

Wed. - M:TG Swiss Vintage-Type 1 (S), \$3, 6 p.m. Fri. - M:TG Swiss Standard (S), \$3, 6 p.m. Sat. - DragonBall Z Swiss constructed (S), \$3, 1:30 p.m. Sat. - MLB Swiss constructed (\$), \$2, 2:30 p.m. Sat. - LOTR Swiss constructed (\$), \$2, 12:30 p.m. Sun. - Yu-Gi-Oh Swiss constructed (\$), \$3, 1 p.m. Sun. - WWF Swiss constructed (S), \$3, 1 p. Golden Memories Comics and Games, 1265 Montauk Highway, (631)281-0554/(631)281-9124

Plainview

Fri. - M:TG Type 1.5 (S), Fee: 2 boosters, 5:30-7:30 Fri.- M:TG Type 1.5 (S), Fee: Call, 5:30 p.m. Captain Comic, 139 Central Pk Rd., (516) 576-3770 Svracuse

June 8 - LOTR DGMA Territorial Open, sealed Swiss (S), \$10-\$15, 1:30 p.m.

June 15 - LOTR, Realm/Elf-Lords pre-release, sealed Swiss, (S), \$10-\$15, 2 p.m. Altered States, 689 North Clinton St., (315) 472-GAME. events@alteredsta.com, www.alteredsta.com

NORTH CAROLINA

Chapel Hill 4th Sat. - LOTR, Swiss constructed (S) June 22, Realms of the Elf Lords sealed, \$5, 1 p.m. Borders Books and Music, 1807 Chapel Hill Rd., (919)672-6930. donsters@hotmail.com Wilmington

Fri., M:TG casual play, 6 p.m. Sun. - DragonBall Z casual play, 12 p.m. Fanboy Comics, 3901-A Wrightsville Ave, (910)452-7828. fanboy@wilmington.net geocities.com/fanboycomics2000,

Lakewood

Lakewood
Tues. - M:TG Extended (S), \$3, 5:30-9:30 p.m.
Thur. - Yu-Gi-Dhi, \$3, 4:30-7:30 p.m.
Fri. - M:TG draft (S), \$11, 5:30-9:30 p.m.
Sat. - DragonBall Z (S), \$3, 2-5 p.m.
Sun. - M:TG Type 2 (S), \$3, 1-5 p.m.
Altered Reality, 15609 Detroit Road, (216) 226-5890 chtostatebuckt@eal.com

Thus. - M:TG Type 2 (S), \$5, 6:30 p.m.
Thur. - M:TG Odyssey Block (S), \$5, 6:30 p.m.
Thur. - M:TG Odyssey Block (S), \$5, 6:30 p.m.
Fri. - M:TG draft, Friday Night Magic (S), \$13, 7 p.m.
Sat. - M:TG Type 2 (S), \$3, 2 p.m.
June 2, 16, 30 - LOTR constructed (S), \$5, 1 p.m.
Compendium Collectibles, 19644 Center Ridge Road, (440) 895-1224. compendiumohio@msn.com www.compendiumohio.com

OKLAHOMA

Tulsa

Fri. - M:TG Type 2 (S), \$3, 6:45 p.m. Fri. - Mage Knight draft, \$15, 6:45 p.m. Top Deck Games, 5970-K East 31st Street, (918) 665-7529. Top_deck_games@yahoo.com

OREGON

Klamath Falls

Mon. - M:TG (S), trading, 5:30-9 p.m. Mon. - M:TG, DragonBall Z or Pokémon, free Thom-Mi's Card Shop, Jefferson Square Mall, 2848 S. 6th St., (877) 881-3804 net. www.thommiscardshop.com

PENNSYLVANIA

Allentown

Tues. - Mage Knight (S), free, 6 p.m. Hobbytown USA, 4642 Broadway Rd., Tilghman Square Shopping Center, (620) 336-9960. jeumlaut@aol.com Bloomsburg

June 23 - Mage Knight scenario, 1 p.m. Kehr Union Building, Bloomsburg University (Sponsored by The Cloak & Dragon Bookstore), (570)784-2472. books@sunlink.net, rosaimbra@yahoo.com

Feasterville

Fri. - M:TG Type 2 Swiss (S), \$3, 6 p.m.
Sat. - M:TG Extended Swiss (S), \$5, 12 noon
3rd Fri. - M:TG Type 2 draft (S), \$12, 6 p.m.
Access Communications, 1108 Bustleton Pike, (215) 357-7466. magicthegathering@comcast.net

Fri. - M:TG Extended (S), \$5, 6 p.m. Access Communications, 44 North York Road (Next to Wawa's), (215) 443-7615

Punxsutawnev

Sun. - M:TG, Buffy, \$3/wk, \$10/mo., \$100/yr., 12-6 p.m. The Alternative Factor, 200 W. Mahoning St., (814) 938-

RHODE ISLAND

Woonsocket

Fri. - M:TG Booster, 6 p.m. Sat. - M:TG Type I, 4 p.m. Sun. - M:TG Type 2, 4 p.m. Woonsockets Collectible Authorities, 575 Cumberland

Hill Rd., (401) 356-4001. Rgiggy1@msn.com

SOUTH CAROLINA

Anderson

Fri.- M:TG draft (S), \$10, 6 p.m. Fri. - M:TG Swiss draft, various, (S), \$10, 5 p.m. Sat. - DragonBall Z Swiss, free, 1 p.m. Sat. - M:TG Swiss, various, (S), \$10, 5 p.m. Sat.- M:TG Extended (S), \$10, 5 p.m.

Sun. - LOTR Swiss (S), \$3, 1 p.m. Sun. - Pokémon Swiss, free, 1:30 p.m.

LEGEND

(S) = Sanctioned. Denotes a tournament recognized by the CCG manufacturer; contenders may be eligible for ranking.

L5R = Legend of the Five Rings

LOTR = Lord of the Rings

M:TG = Magic: The Gathering

Sun.- Pokémon constructed (S), \$3, 2 p.m. Planet Comics, 3448 Cinema Center, (864) 261-3578 events@planetcomics.net, www.planetcomics.net/

Tues - Mage Knight, varies, \$5, 7 p.m. Fri - DragonBall Z Swiss (S), \$5, 6 p.m. Sat - Mage Knight Swiss (S), \$5, 4 p.m. Sat - Pokémon Swiss, \$5, 4 p.m.
Sun - M:TG, varies, (\$), \$5, 4 p.m.
Varies - LOTR, varies, (\$), \$5, Varies
The Outpost, 3110 Wade Hampton Blvd, (864) 322-2969. society@aol.com, www.gamesociety.com

Tues. - M:TG; Mage Knight Swiss 300 pt., \$2; 7 p.m. Fri. - DragonBall Z Swiss (S), free, 6 p.m. Sat. - Harry Potter Swiss, \$2; 12:30 p.m. Sat. - Mage Knight Swiss 300 pt., \$2, 3:30 p.m. Sat. - Pokémon Swiss, \$2, 4 p.m. Sun.- M:TG, fee varies, 3 p.m. Let the Games Begin, 3110 Wade Hampton Blvd., Gallery Centre, Suite 20, (864) 322-0140 Myrtle Beach Wed., Fri. - M:TG Type 2 (S), free

Sat. - M:TG Extended (S), free Sun - LOTR (S) Dragons Lair, 1137 Hwy. 544, (843) 238-9975

TENNESSEE

Chattanooga

Fri.- M:TG Type 2 draft Swiss (S), \$10, 2 p.m Sat. - M:TG (S), various, \$10 (sealed \$15), 2 p.m. American Comics & Cards, 6787 Lee Highway,(423) 490-0501. AMCOMICS@AOL.COM

June 8, July 13, Aug. 10 - LOTR constructed 3 rnd Swiss (S), \$5, 1 p.m. June 29, July 27, Aug. 24 - L5R constructed 5 rnd

The Game Keep, 3952 Lebanon Pike, (615)883-4800

TEXAS

Houston

Fri. - M:TG draft (S), \$10, 7 p.m. Sat. - Pokémon Swiss (S), \$5, 7 p.m. Sat. - MLB Swiss (S), \$5, 2 p.m.

Sun. - Yu-Gi-Oh constructed Swiss (S), \$5, 2 p.m. L. King Collectables, 3001 Fondren, Suite E, (713)782-2273. lkingc@flash.net, lking.net

Fri. - M:TG draft (S), 7 p.m. Sat. - M:TG Type 2 (S), 7 p.m. Sat. - LOTR constructed or sealed (S), 12 p.m. Sat - Mage Knight constructed or sealed (S), 12 p.m. Strike Zone, 17402 Northwest Freeway, (713) 937-3141. dustind@eol.com, www.strikezoneonline.com

Fri.- M:TG Type 2 (S), 7 p.m. Sat.- Mage Knight constructed or sealed (S), 12 p.m. Sat. - LOTR constructed or sealed (S), 12 p.m. Sun. - M:TG draft, 1 p.m. Strike Zone, 10904 Scarsdale #280, (281) 484-7875 lustindj@aol.com, www.strikezonec

Sat. - MK Dungeons Heroic Teams (S), \$5, 1 p.m. Brodie's Comics & Cards, 5803 John Stockbauer Suite F, (361)578-9918, bbeck@brodiescomics.com

Waco

June 29 - Star Wars constructed Swiss (S), free, 10 a.m.-10 p.m. Ryan's Family Steakhouse, 301 S. Valley Mills Dr., (254)

729-8307. mr007agent@hotmail.com UTAH

Midvale

June 29 - LOTR Territorial Championship constructed (S), \$15, 10:30 a.m. Hastur Hobbies, 6831 S State St., (801)518-0824

Sandy

Sat. - Pokémon league, \$1, 12 p.m.; Yu-Gi-Oh, \$2, 2 p.m.; M:TG (\$), \$5, 6 p.m.; Rifts, \$3, 10 p.m. July 2, 5, 26 - M:TG, \$2, 6 p.m. July 6 - DragonBall Z, \$3, 9 p.m.

July 6 - UragonBall Z, \$3, 9 p.m.
July 9 - M:TG Type 1.5, Vanguard, \$2, 6 p.m.
July 12 - M:TG Type 2 (S), \$2, 6 p.m.
July 13 - Magi-Nation (S), \$3, 9 p.m.
July 13 - Magi-Nation (S), \$3, 9 p.m.
July 16 - M:TG Type 1, Chaos, \$2, 6 p.m.
July 19 - M:TG draft (S), \$12, 6 p.m.
July 19 - Warhammer (S), \$2, 4 p.m.
July 20 - Star Wars Stith Rising sealed/draft, \$15, 9 p.m.

July 23 - M:TG Type 1.5 Team, \$2, 6 p.m.
July 27 - LOTR, \$3, 9 p.m.
Century Magic, 2063 East 9400 South, (801) 453-9005.

VIRGINIA

Chantilly

SCRYE

June 22 - Star Wars Swiss (S), TBD, 11 a.m. Game Parlor, 13936 Metrotech Drive, (703) 803-3114 help@gameparlor.com, gameparlor.com

Virginia Beach Sun. - LOTR (S), \$5, 1 p.m. Mon.- M:TG (S), \$5, 5 p.m. Sat. - DragonBall Z (S), \$5, 1 p.m. Sat. - Buffy (S), \$3, 1 p.m. Sat. - Star Wars (S), \$5, 1 p.m. Fantasy Escape Comics & Cards, 309 Aragona Blvd. Suite 117, (757)497-5977
Fantasy2@cox.net, www.fantasyeecape.com

WASHINGTON

Buckley

Fri. - M:TG Draft (S), \$10, 5 p.m. Lucky Star Game Shop, 9925 214 Ave. E. Suite I, (253) 826-4810. Max2marvin@aol.com

Tacoma

Fri. - M:TG Type 2 (S), \$5, 7 p.m. Sat. - M:TG Arena league, \$5, 3 p.m. Northwest Sportscards, 2602 Bridgeport Way W., (253) 564-9204

WISCONSIN

Appleton

June 1 - M:TG Judgement sealed (S), \$20, 10:30 a.m. June 8 - Mage Knight, \$5, 10:30 a.m. June 15 - M:TG Extended (S), \$5, 10:30 a.m. June 15 - Mage Knight Conquest Marquee, 10:30 a.m. June 22 - M:TG Type 2 (S), \$5, 10:30 a.m. Chimera Hobby Shop, Inc. 700 W. Wisconsin Ave. (920) 735-1201 himera@charter.net, www.chimerahobby.com

Fon du Lac

June 1 - M:TG Extended (S), \$5, 10:30 a.m. June 8 - LOTR constructed (\$), \$5, 10:30 a.m. June 15 - M:TG Type 2 (\$), \$5, 10:30 a.m. June 15 - WWF Smackdown, \$5, 10:30 a.m. June 22 - M:TG Judgement sealed (\$), \$20, 10:30

Chimera Hobby Shop, Inc., 347 W. Division Street, (920) 922-8338

chimera@charter.net, www.chimerahobby.com **AUSTRALIA**

WINDSOR

Victoria

June 4, July 2 - L5R Gold storyline, Magi-Nation Open, 7th Sea Open, \$6, 6:30 p.m. June 11, July 9 - Buffy Open, Highlander (decks pro-vided), Dr. Who sealed (June only), \$6, 6:30 p.m. June 18 - Mythos Open, LOTR Open, \$6, 6:30 p.m. June 25, July 23 - Shadowfist Open, Mage Knight 200 pt., Warlord Open, \$6, 6:30 p.m. July 16 - Dr. Who Open, Netrunner sealed, LOTR

Open, \$6, 6:30 p.m. Alternate Worlds, 76 Chapel Street, Windsor, 3181

aworld@labyrinth.net.au, www.alternateworlds.com.au CANADA

BRITISH COLUMBIA

Kelowna

Friday- M:TG Type 2 (S), free, 6:30 p.m. Dragon Cards, Games & Collectible, 15 - 1771 Cooper Road, (250) 860-1770. dragoncards@shaw.ca

ONTARIO

Mississauga

Fri. - M:TG Type 2 (S), \$2, 6 p.m. Sun. - M:TG Type 1 (S), \$2, 1:30 p.m. Tripleplay, Unit 6, 63 Queen St. South, (905)814-8866 **Smith Falls**

Mon.- M:TG Arena league, \$2, 7 - 10 p.m. Wed.- M:TG Arena league, \$2, 7 - 10 p.m. Sun.- M:TG Arena league, \$2, 12 - 3 p.m. 3rd Sun. - M:TG Type 2, \$5, 10 a.m. Eagle Comics, 22 1/2 Beckwith Street South, (613) 283-5855, ramondr@sympatico.ca

GERMANY

Berlin

June 9 - LOTR, Star Trek Territorial Opens, constructed (S), EUR 12,50 (on location),EUR 10,00 (preregister via e-mail), 12 p.m.

Olympiasttzpunkt, Sportforum Berlin, Gro e Halle, Weissenseer Weg 51-55. Alex_lotr@gmx.de

Hannover

June 15 - Star Wars Swiss (S), EUR 5, 11 a.m. July 13 - Star Wars Swiss (S), EUR 5, 11 a.m. Aug. 10 - Star Wars Swiss (S), EUR 5, 11 a.m. Hadewe GmbH (office rooms provided to play at), Grambart Str. 10, +49 511 3366399-17

UNITED KINGDOM

YORKSHIRE

Hull

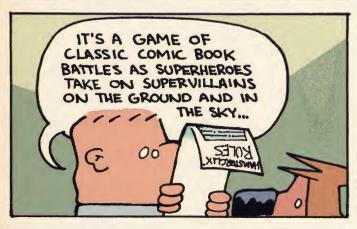
First Sun. - LOTR (S), £4, 11 a.m. Archeron Books and Games, 3 Little Queen Street, Jameson Str. (044) 01482 221011 deano@zipeter.karoo.co.uk, www.archeron.karoo.net

















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Scrye Back Issues & Books

May/Jun 02 #51

HIGHLIGHTS

How to become a Product Champion How to run your own tournament
Players Guide for Mage Knight: Dungeons Players Guide for Lord of the Rings: Mines of Moria.

INSERTS

Star Wars: Attacks of the Clones game card

\$10 (Includes P&H) Foreign orders add \$5 Item #SY0502

April 02 #50

HIGHLIGHTS

Richard Garfield Star Wars interview, Magic: The Gathering complete Type 2 Player's Guide, complete Magic: The Gathering price guide.

INSERTS

DragonBall Z: Cell Games card One of two Harry Potter: Diagon Alley cards Yu-Gi-Oh! mini-poster

\$10 (Includes P&H) Foreign orders add \$5 Item #SYO402

March 02 #49

HIGHLIGHTS

Mage Knight Whirlwind Player's Guide, Magic: The Gathering Torment Player's Guide, Star Legions preview

Mage Knight Dungeons 20" x 30", check-list/map poster, Lord of the Rings Balrog card, WWF Raw Deal Mania card, DragonBall Z Cell Saga card, Buffy the Vampire Slayer card

\$10 (Includes P&H) Foreign orders add \$5 Item #SY0302

Jan/Feb '02 #48

Highlights

Complete Warlord Players Guide, Feature: What does it take to break into the Industry?

Buffy the Vampire Slayer Playmat, NFL Showdown 2002 Mini booster pack, 2 Magi-Nation cards, Vampire: The Eternal struggle Bloodlines card

\$10 (Includes P&H) Foreign orders add \$5 Item #SY0102

Nov/Dec '01 #8.8

HIGHLIGHTS

Lord of the Rings cover feature including a complete Fellowship of the Ring card checklist, plus Magic: The Gathering Odyssey Player's Guide.

Mage Knight Whirlwind, Dragons, and Vehicles photo checklist poster

\$10 (Includes P&H) Foreign orders add \$5 Item #SY1101

Oct. '01 #8.7

HIGHLIGHTS

Special Fall Game Preview issue covering more than 40 new and upcoming games, plus Rifts CCG checklist.

DragonBall Z Androids Saga card

\$10 (Includes P&H) Foreign orders add \$5 Item #SY1001

Sept. '01 #8.6

HIGHLIGHTS

Harry Potter cover feature, plus Scrye's exclusive translations for Pokemon Neo 4: Darkness & Light

The Best of Dork Tower comic book; WWF Raw Deal and Z-G cards; Upper Deck Mage Knight trading card

\$10 (Includes P&H) Foreign orders add \$5 Item #SY0901

July/Aug. '01 #8.5

HIGHLIGHTS

Great gaming comics issue featuring Dork Tower, Mage Knight, and more! Plus Player's Guides for Magic: The Gathering Apocalypse and Mage Knight Lancers.

INSERTS

Mage Knight Rebellion and Lancers photo checklist poster

\$10 (Includes P&H) Foreign orders add \$5 Item #SY0701

May/June '01 #8.4

HIGHLIGHTS

Special Mage Knight feature including campaign rules. Plus a Magic: The Gathering 7th Edition Player's Guide and checklists for Mage Knight Lancers and Magi-Nation The Awakening

Sailor Moon and Vampire: The Eternal Struggle

\$10 (Includes P&H) Foreign orders add \$5 Item #SY0501





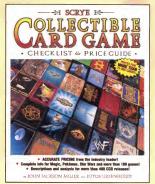








#8.4



Scrye Collectible Card Game Checklist & Price Guide

by John Jackson Miller and Joyce Greenholdt

This is the only book that lists and prices every single collectible card game, including Magic: The Gathering and Pokemon. Features more than 60,000 cards and more than 600 photos, appendices, cross-references, and a detailed price guide to help identify and evaluate any collection.

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\$10 (Includes P&H) Foreign orders add \$5 Softcover • 8-3/8 x 10-1/2 128 pages • Color throughout Item# PKMN

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